

SEGA • NINTENDO • 3DO • NEO-Geo • JAGUAR • CD-i • ARCADE

S.W.A.T. PRO

The #1 Guide to Video Game ...

**TIPS, TACTICS,
& STRATEGIES**

By the Editors of GamePro Magazine



**How to
Beat Kombat with
Kombos!**

**Lick a Lizard
With Gex
Education!**

GEX

**ProStrategy
Guides:**

- Judge Dredd (Genesis)
 - Phantom 2040 (Genesis)
 - Beyond Oasis (Genesis)
 - Nosferatu (SNES)
 - Jungle Strike (SNES)
 - Justice League Task Force (SNES)
- and **MORE!**

An IDG Communications Publication

September 1995
\$4.99 Canada \$5.99



**Fatal Fury 3
(Neo-Geo)**



**Virtua Fighter
(Saturn)**

Display Until
October 1995

Next one to call them
"cute" gets a fireball in
the butt.



What's that smell? Oh, it's your butt.

Sizzling, scorched and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is Kirby's DreamLand 2® for Game Boy® and Super Game Boy®, and you're in the hot seat. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby deadlier



than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up white-hot spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.



Nintendo





GAME BOY

KIRBY'S
DREAM LAND 2

PLAY IT LOUD

SWATPRO STRATEGY GUIDES



Gex (3DO)



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Mortal Kombat 3 (Arcade)



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Cover: Francis Mac

HERSEY

HAWKINS

kisses
gravity

goodbye.

The Double Clutch



The Hawk wears a mesh basketball tank and shorts from the Fall '95 collection. **change**
the GAME

THE NES LIVES!

Lately, readers have been pouring their hearts out to us about the death of the Nintendo Entertainment System. The May '95 issue of *GamePro* ran an article called "R.I.P. NES" that faced the fact that Nintendo has officially pulled the plug on that once-great system. The same article also paid tribute to the NES and its long history of memorable games. Since the article appeared, the editors of *SWATPro* and *GamePro* have been deluged with letters and e-mails from readers praising the NES's landmark status (true) and blaming us for rushing the NES's demise (not true - we just report the news, we don't make it).

So does this mean you'll never see anything about the NES in our pages ever again? No way! With 34 million NES's sitting in American homes, we know that a lot of you still enjoy playing those NES classics. That's why we'll continue to publish tips, tricks, and tactics for one or two NES games in every issue of *SWATPro*. Check "Ask the Pros" or our tips pages - NES lovers will usually find something they can use.

We'll always provide the hottest tips for the hottest new games and systems, of course, but we won't ignore the old systems that are the

Hot games for new systems may dominate in *SWATPro*, but as long as you're still playing the old games, we'll be there to help you beat 'em!



foundation on which today's video game industry was built. Perhaps next year will bring the demise of the SNES and Genesis. When that day comes (and it is coming, gamers!), we'll still support those magnificent systems with *SWATPro* tips, tactics, and strategies. As long as you're still playing the old games, we'll be there to help you beat 'em.

SWATPro's Game-Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control commands and this game's interface translate into fun on-screen action and fun. **Fun/Factor:** Are you getting a good time? **Challenges:** This average skill level necessary to play the game. Where you can pick side levels, we label Challenge "Adventurous." **SWATPro's Game Rating System:** 5.0-Outstanding 4.0-Great job! 3.0-Good job! 2.0-Could be better; 1.0-Wake me up when it's over.

SWAT PRO

Keep Your Strategies, Weapons, And Tactics

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SLIDING HOME SEPTEMBER '95



STATS

SUPER NINTENDO
GAME

GENESIS

GAME GEAR

GAME BOY



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ASK THE PROS

32X



Doom

Find the Missing Imp



I'm trying to get through the second level of Doom for the 32X. I can't seem to find the last Imp that is hiding out in the courtyard surrounding the exit of the level. Where is the secret door?

Sterling, Internet

There is no secret door to reach this last Imp. In the computer version of the game, there's an elevator by the exit switch to the second level. If you ride that elevator to the bottom you'll find an Imp. Sega took out the elevator, but the Imp is still programmed into the wall where the switch is! Try taking your shotgun and going right up to the exit switch and shooting it. You can hear the Imp die when you finally hit him. Since you can't get a 100 percent kill rate without this Imp, you'll know if you got him.

SEGA CD

Ecco: The Tides Of Time

What's the Secret?

After you beat the level called Epilogue in Ecco: The Tides of Time

for the Sega CD, you get a "secret password." But when you try to use it, nothing happens. Is there a point to this?

Geoff Manchester, Barrington, RI

You're right, nothing happens. Sega says the secret password may be used somehow in the next Ecco game, if it makes one (it's still not definite).

GENESIS

Mortal Kombat II

Secret Symbols?

At the end of a battle in MK II, the screen gives a certain number of dragon symbols to the winner. What do these mean?

Dorrie Wells

The symbols are a running total of the number of matches won by the current champion (the winner of the



match). If you win nine matches in a row, you get nine dragon symbols — a "W" symbol is used for ten wins and is followed by up to nine more dragon symbols (19 wins) before going to two "W" symbols for 20 wins.



Toughman Contest

Deciphering Butter Bean



In Toughman Contest for the Genesis, what does Butter Bean say at the title screen?

Derrick DeBruyne, Internet

Butter Bean's taunt is "Wimps need not apply."

Crusader of Centy

Back to the Past

What do you do after you beat the dragon in Crusader of Centy?

Dana Rodgers, Sunnyvale, CA

After you beat the dragon, return to Soleil and pick up the Holy Sword. Then go to the house that's down and to the left from where your mom is. In this house a character claiming to be your mom will ask you for money, but don't give it to her. Instead, return to your real mom, who'll confirm that the other person was an imposter. Now go back with Mar the dog and confront the imposter. You'll discover it's actually the Raccoon, whom you can take with you. This character is valuable because he draws the attacks from enemies, leaving you untouched. Now go to his little town and talk to Chai three times. Then go directly above to

the giant crater with a flower standing next to it. Talk to the flower, then stand on top of the crater. You'll be transported to the past.

Phantasy Star IV

Death to the Dark Force

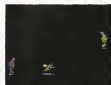
How do you beat the Dark Force in Phantasy Star IV for the Genesis?

Lee Balcarr, Internet

You confront the Dark Force five times; each time requires a different battle technique. Here's how to beat it the first time: Make sure the levels are above 30 for all your characters. During the battle, heal people constantly, or the Dark Force will win. Your best weapons are the crosscut or, better still, any combination attacks. Wren is probably your best fighter — he's the only one who can take two consecutive hits. The only time the rest of your party can successfully attack is when the Dark Force uses its flame shot, since that attack targets one person at a time.

ESPN National Hockey Night

Play Pong



Is it true that there's a weird tennis game inside ESPN National Hockey Night for the Genesis?

Huey Drake, Boca Raton, FL



It's not tennis - it's the classic Pong game using hockey players as the paddles! At the main menu, highlight Game, then hit B, C, C, C, Up, and Down. Press Up and Down on the directional pad to bot the puck back and forth. To play Pong using an octopus as the puck, highlight Game at the main menu and hit A, C, B, Up, Right, and Up.

NBA Live '95

Terminology

In NBA Live '95 for the Genesis, what do the terms Pforward, Sforward, Center, Pguard, and Sguard mean?

Victor Wu, Glendale, NY

These are abbreviations for the standard positions on a basketball team. Pforward-PF=Power Forward (Chris Webber is a good example), Sforward-SF=Small Forward (think Chris Mullin), Center=C=The Big Guy in the Middle (Shaq all the way), Pguard-PG=Point Guard (John Stockton's a future Hall of Famer), and Sguard-SG=Shooting Guard (Mitch Richmond's a comer).



Utah matches up with the Spurs.

SUPER NES

Final Fantasy III Game Genie Codes



Do you have any Game Genie codes for Final Fantasy III for the Super NES?

Bobby Jones, Leavenworth, KS

Absolutely! Hot off the mail truck from Chris Bunag, here are three Game Genie codes for FF III fans: 3CBC-576E: Equipping an item multiplies it. Switch off the Game Genie to select anything on the menu, but turn it back on to equip. DC9C-E4D8: 9,999,999 Gps AA93-E4D8: Get to level 99 in one battle

Pac-Man 2

Play the Arcade Games

Are there any codes for Pac-Man 2: The New Adventures for the Super NES?

Zackary Skelly, Whiting, NJ

Here are some key Pac passwords: PCNRDPM (play the original arcade game); MSPCMND (play

Ms. Pac-Man, the arcade game); BQMRQBT (sound test); and PCNPTT (pattern test).



Ms. Pac-Man is hidden in Pac-Man 2.

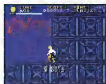
Super Star Wars

Walk Through Walls

I heard you can see some strange areas in Super Star Wars. How do you access them?

Kelly Gale, Culver City, CA

Cody Morris of Lexington, Kentucky, sent us this trick that lets you "walk through walls." After entering the debug code that gives you 99 lives (see SWATPro, March '94), start playing the game. Hold down Select on Controller Two. While holding it down, simultaneously press A, B, X, and Y on Controller Two, then release all the buttons. You'll see a number next to your character. You can move the number with Controller Two's directional pad. Your character is now invulnerable to enemies (but can still fall off cliffs), and you can pass through walls to some strange places.



Luke walks through the walls inside the Sandcrawler.



Daffy Duck

Extra Lives

I can't get very far in Daffy Duck: The Marvin Missions for the SNES. Do you have any secrets for this game?

Joe Blizard

How about extra lives? Just before you start playing the first level, at the screen that says "Where There's Duck There's Fire," quickly hit Left, Left, Right, Right, Up, Down, Y, A, B, and X. Daffy will call out "Mooher!" and you'll have 50 lives.

Super Punch-Out!

Special Circuit

How do you get to the Special Circuit in Super Punch-Out! for the Super NES?

Daniel Alexander, York, AL

You must go undefeated in all four circuits to reach the Special Circuit.

Rabbit Rampage

Extra Lives

How do you get extra lives on Rabbit Rampage for the SNES?

Kent Schofield, London, England

This ProTip comes from Jermaine Broadnax: After the title screen, you'll see a control screen. Push Select, and you can increase your lives to ten.

NES

Legend of Zelda

Candle Question

In Legend of Zelda for the NES, how do you get the red candle?

Shaun McCauley, Alberta, Canada

It's in the seventh level. From the entrance, go up four rooms, left one room, up two rooms, and right two rooms. You'll end up in a room with a secret passage that leads directly to the red candle.

SWAT

STRATEGIES WEAPONS AND TACTICS

GENESIS

Toughman Contest

Power-Up Passwords



Go to the Game Setup menu and select the Restore From Password option. Enter the following passwords:

RUBE ("Director's Cut"): Headless opponent; maximum blood

FOSTER ("Stealth Mode"): Opponent is all black.

2LT ("To the Death Mode"): No time limit; the first with three knockdowns wins.

HYPER ("Caffeinated Mode"): Game is played at double speed.

MAXX ("Iron Man Mode"): Invincibility (Player One takes no damage)

MRBYCKEYE ("All Moves On"): Can throw all the power punches, regardless of what's chosen on the screen.

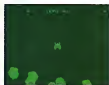
WEASEL ("Little Napoleon"): Draws opponent 32 pixels shorter than normal.

NUCLEAR ("Nuclear Waste Man"): Player Two is a neon-colored fighter.

SUPERG ("Whoop Ass Mode"): CPU difficulty is on the highest setting.

Red Zone

Hidden Asteroids Game



At the Password screen, enter the following password to play a hidden shooter game: **C, C, A, C, A, A, C, A, C, A, C, C, Stanley Coulter Charlotte, NC**

SUPER NES

Power Instinct

Play as Young Otane



At the Mode Select screen, move the cursor to Vs. Mode. Press and hold Buttons A, B, and Y on Controller One and press Start. At the Player Select screen, Player One

should put the cursor on Otane. Press and hold the top L and R buttons and press A, B, and X or Y. Player Two should pick their fighter and press Start.

The Tick

Stage Select



At the Options screen, set "Arthurs" to two, "Lives" to seven, and "Continues" to four. Next, choose the Test Sounds option and select "Teleport." Press Start, and the word "Cheat" appears. Start the game, pause it, and press Select. You now have a stage-select mode.

NEO • GEO

Samurai Shodown II

Play as Kuroko the Referee



This works only for a two-player game. At the player-select screen, position the cursor on Hachmaru using either controller, then press Up, Down, Left, Up, Down, and simultaneously press Right and Button A. Kuroko the referee will appear. Do this pad trick on both controllers for a same-player fight! The trick, however, works only for one match—win or lose, a game-over screen will appear, making it impossible to finish the game with Kuroko.

Daymon Charles
Chicago, IL



JAGUAR

Hover Strike

Change Globe Speed and Direction, Level Skip, and More



At the Mission Select screen, do the following button presses:

Change globe speed and direction: **Simultaneously press Buttons 4 and 6.**

Unlimited weapons, energy, and shields: **Simultaneously press Down and Buttons 3, 4, 6, 7.**

Extra lives: **Simultaneously press Buttons 3, 6, 9, and #.**

Level skip: **Simultaneously press Buttons 2, 4, 6, 7, 8, and 9.**

Clay Halliwell
Clinton, MO

GAME GEAR

The Lion King

Cheat Mode



When the Sega logo appears, press **Up, Down, Left, Right, Up, and Down**. Start a game, and a cheat mode will appear.

Jason Hill
Blackwater, VA

3DO

Quarantine

Start with \$10,000 and Access To All Weapons



At the language-select screen, highlight "English," then press **B, C, B, A, and Start**. If you did the trick correctly, you'll hear a scream instead of a laugh. You'll begin the game with \$10,000 and access to every weapon and power-up from the Repair Shop and Weapon King.

Return Fire

Invincibility



Start a game and go to the screen where you select your attack craft. Highlight your craft and press **Button C**. Hold down the top **R** and **L** buttons. While holding **L** and **R**, press and hold **Buttons B** and **C**. Continue to hold these four buttons and press the **Stop** button. This will take you to the Exit Game

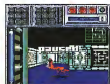
option. At this screen, continue to hold the four buttons, and press **Down** on the directional pad. You'll hear a confirming sound if you've done the trick correctly. Do this trick for each craft you wish to make invincible.

Robert Murphy
Miami, FL

SEGA CD

Battle Frenzy

Cheat Codes



Pause the game at any time and enter the following cheats:

Get the red key:
Down, Down, B, C, Up, Up

Get the yellow key:
Up, Up, B, C, Down, Down

Full oxygen:
C, C, B, A, Down, Down

Full ammo:
B, B, B, Right, Down, Left

Level skip: **Up, A, Up, A, A, Down**

Cannon:
Left, B, C, Down, Down, Right

Grenader:
Up, Down, Up, Right, B, C

Lock on:
A, A, Left, Right, Left, Right

Piercer:
Up, Right, Down, Left, Up, Right

Rapid: **C, Up, Up, Right, Right, A**

Ricochet: **Left, Right, C, A, B, Right**

Spray: **Up, B, Up, A, B, B**

Tribolt: **A, A, A, Right, A, Right**

32X

Space Harrier

More Continues



Turn on the game and wait for the Sega logo to appear. Then, on Controller Two, hold down **Buttons A and C** and press **Start**. On the title screen, you'll see the words "Insert Coin" flash. Start a game, and you'll have three continues.

Jennifer Bentley
Bangor, ME

NES

Rad Racer

Level Select



At the demo screen, press **Button B** to increase the tachometer indicator by two lights. The first set of two lights indicates Course 1, the next set of two indicates Course 2, and so on (you can select up to Course 8). To begin at the selected course, hold **Up-Right** on the directional pad, press **A**, and hit **Start**.

CODE CENTRAL

GAME GENIE AND PRO ACTION REPLAY CODES

Genesis (Game Genie)

Clay Fighter 2: Judgment Clay

DB0B-B4D1 Select Massive Difficulty at Options screen

CB51-7D64 +
6251-7F04 +
4651-7F64 +
F651-7FA4 Infinite energy and time

The Incredible Hulk

ALVT-8A82 Level-select screen appears after game starts
DVPV-AA9Y Don't take damage as Hulk or Super Hulk
ACTA-8AG2 Infinite transformation capsules
ABRV-AAFM Guns have infinite ammo
BQ4A-8A8Y Start with nine lives

Jammit Basketball

AKET-AA4C Infinite pump-ups
NYLT-AA8H Opponents have only \$100
ANLA-AA0G Start at game 4
ATLA-AA0G Start at game 5
AYLA-AA0G Start at game 6
AZLA-AA0G Start at game 7
ASLA-AA0G Start at game 8



Super NES (Pro Action Replay)

Ghost Patrol

7E1DA102 Infinite lives for Player 1
7E1DA302 Infinite lives for Player 2

The Lion King

7EB255FF Hold down the Jump button and Simba keeps going up until you release the button.

The Twisted Tales of Spike McFang

7B0A57FF Infinite money

Super NES (Game Genie)

Demon's Crest

RR3A-1DAF More flash time
C92A-44A7 Invincible after first hit
6927-CDA7 One hit kills you

Super Adventure Island II

C2D6-8FAB Become invincible after you're hit
CB45-ED6D Start with more money
DFF1-770B Fall slowly

Total Carnage

C932-3413 Infinite lives
4029-3F12 Infinite time bombs

Uniracers

D42D-4D08 Game plays at Stupid speed
3CA4-3F69 No timer in most races

Genesis (Pro Action Replay)

RoboCop vs. The Terminator

FFF1AA000X Replace "X" in code with "0-7" for gun
FF008C000X Replace "X" in code with "0-C" for level
FF008C000D Secret street exit turns off when on level
FF008C000E Secret warp zone turns off when on level
FF008C000F Completing one level completes the game. Turn off when on level.
FFF1B700FF Turbo cop
FFF1B400FF Weapon select. Simultaneously press Down and Buttons A, B, and C.
FFF0E600CB Jump higher



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Saturn

▲ VIRTUA FIGHTER: Polygonal Pugilists!

Now playing on home systems, this polygonal fighting game keeps pace with other next-generation brawlers like *Toh Shin Den* and *Tekken*. Here's an insider's guide that provides a move list, combos, and strategies to help you beat the game...or just a friend!

By Scary Larry

BASICS

Mixing Up



Mix up kicks and punches for the best effect. You can also juggle your attacker with a few extra kicks or punches when they're in the air. The combos listed work if you catch your opponent offguard, if they're defending, though, they can easily counter.

On Guard



When you're laid out, tap the Kick button. As you rise, you'll connect with a kick that floors an unwary opponent. This tactic also works for a downed opponent, so don't stand too close to them.

Stomps



Stomping a downed opponent seems cheap...and it is. Stomps are more theatrical than strategic. Players who want more from a fight should avoid them.

Counters



Counters work against an opponent in two ways. First, if you defend against an opponent's onslaught, you can easily throw your enemy (especially if they miss with a high kicking move, such as Pal's Crescent Combo).

Second, if you guard against an opponent while they are doing a combo, there's a split-second lag time after their combo is finished when you can go in for the kill.

Throws



Throwing your opponent has various results. It puts them offguard, it teaches them who's boss, but more importantly, it hurts them. Throws are especially tricky around the edge of the ring (see Ring Outs).

Throwing a character when their back is turned is devastating, especially in the case of Jeffry McWild, whose Back-breaker is a Virtua killer.

Another good technique is to run up to an opponent, psyche them out for a second, then throw them as they lunge forward.

Controller Legend



- ↑ = Leap Up
- ↗ = Leap Toward
- = Move Toward
- ↘ = Crouch/Move Toward
- ↓ = Crouch
- ↖ = Crouch/Move Away
- ← = Move Away
- ↖ = Leap Away
- D = Defend
- K = Kick
- P = Punch

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Ring Outs



Another way to win is the Ring Out. Knocking an opponent out of the ring scores a win for you. Yippee.

But Ringing Out is not as cheap as it sounds—or as easy. When you play against the computer, the A.I. goes into high gear near the edge of the ring.

When you play a human opponent, it's easy to step out of the ring before the opponent lands, thereby scoring a win...for the opponent!

Dural



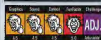
The final boss is a mean metallic mutha that utilizes the moves of all the fighters. The best strategy is to try to lure her near the edge of the ring. Don't fight too close because she's mean with her throws. Whatever you do, don't let her off the hook. Stomp her every time she's down.

Virtua Fighter

(By Sega)



One of the better fighting games for the next-gen systems, Virtua Fighter is fast, fun, and easy to master. As for depth, the game depends more on slick moves than strategy. This strategy guide will show you how to unleash move after move.



Packed with system CD
Fighting 2 players
Side view
Available now

POWER METER

1 2 3 4 5 6 7 8



Jeffry is red hot on the power meter, mostly because of his brutal throws.



Wolf's another bruiser who can easily take out an opponent with a couple of kicks and some well-placed stomps.



Akira has a few good hits, mostly knock-downs, such as the Dashing Palm. These suckers can propel you right off the screen.



Fast and powerful, Jacky Bryant is probably the best all-around fighter. Although not the crusher that Jeffry or Wolf is, he holds his own.



Kage is quick, but not as powerful as Jacky. He relies more on fancy moves than flying fists.



Sarah's speed keeps her out of trouble, but just a couple of hits from the big boys puts her down.



Lau is as powerful as Pop-eye...without the spinach. As far as taking hits, he's pretty Lau-sy.



As easy as apple Pi, this Chan can't cut it. She gets knocked around more than Gerry Cooney.

SPEED METER

1 2 3 4 5 6 7 8



She's quick but harmless.



Quick, mean, and semi-powerful, Sarah is a decent all-around fighter, but certainly not the best.



Lau makes up for his wussiness in the speed category.



Fast as running water. Deadly as a ninja's blade. Unfortunately, he's as average as Vanna White.



With the best combination of speed and power, Jacky knows his stuff.



Powerful, but not as fast as Jacky, Akira relies more on strength than speed.



A bruiser when it comes to power, Wolf's a loser when it comes to speed.



His strength would make a caveman jealous, but he's slower than a brontosaurus.

Akira Yuki

Throw (Facing)

Toshinsotai Trip



While in close, tap ←, P

Throw from Behind

Akira has no throw from behind.

Stomp



Tap ↑, P when the opponent is down

Special Combo



Tap P, P, P, →, →, K, K



MOVES

Elbow Strike



Tap →, P

Dashing Palm



Hold ↓, tap →, P

Body Check



Tap ←, →, →, P, K

Double Kick



Tap →, →, K, K

Pai Chan

Throw (Facing)

Wrist Twist



While in close, tap D, P

Throw from Behind

Pai has no throw from behind.

Stomp



Tap ↑, P when the opponent is down

Special Combo



Tap P, P, P, K



MOVES

Wrap Around



Tap (P) K

Defensive Trip



Tap ←, P while opponent is kicking or punching.

Knockdown Roundhouse



Hold ↓, tap →, K

Punch with Low Crescent



Tap P, P, P, ↓, K

Lau Chan

Throw (Facing)

Windmill Drop



While in close, tap D, P

Throw from Behind

Lau has no throw from behind.



Stomp



Tap ↑, P when the opponent is down

Special Combo



Tap P, P, P, K

MOVES

Punch and Spin Kick



Tap P, K

Neck Drop



While in close, tap ←, →, P

Water Wheel Drop



Tap ←, P

Punch with Low Crescent



Tap P, P, P, ↓, K



Wolf Hawkfield

Throw (Facing)

Suplex



While in close, tap D, P

Throw from Behind

Back Neck Drop



While in close, tap D, P

Stomp



Tap ↑, P when the opponent is down

Special Combo



Combos are difficult for the slowly moving Wolf. His simplest combo - Tap P, K - is good for a knockdown, but his true strength is in his throws.



MOVES

Bulldozer



Tap ←, →, P

Windmill



Motion ← ↓ ↓ → → P

Wolf Lariat



Tap →, →, P

Crotch Shot



Tap (→ P)

Knee Blast



Tap →, K

Jeffrey McWild

Throw (Facing)

Neck Cushion



While in close, tap D, P

Throw from Behind

Backbreaker



While in close, tap D, P
Note: This deadly throw takes off about 90% of the opponent's life bar

Stomp



Tap ↑, P when the opponent is down

Special Combo



Like Wolf, the pedantic Jeffrey has difficulty with combos. Jeffrey's best move is the Backbreaker - if you're lucky enough to catch someone offguard.

MOVES

Jeffrey Slam



Tap →, P

Knee Strike



Tap ↓, (→) K
Note: Do this move only when the opponent is close and crouching.

Iron Claw



Quickly tap ↓, P
Note: Do this move only when the opponent is close and crouching.

Knee Hammer



Tap (↓) K, quickly tap P

Kage Maru

Throw (Facing)

Shoulder Toss



While in close, tap D, P

Throw from Behind

Hip Toss



While in close, tap D, P

Stomp



Tap ↑, P when the opponent is down

Special Combo



It's easy to mix in a few hits with the Air Toss. Try following it with a kick, and then the Sweep if you can time it correctly.

MOVES

Twist Slam



Tap ←, →, P

Air Toss



Tap ←, P

Sweep



Tap →, →, K

Kicking Defense



Tap ←, ←, K

Sarah Bryant

Throw (Facing)

Body Throw



While in close, tap D, P

Throw from Behind

Collarbone Crusher



While in close, tap D, P

Stomp



Tap ↑, P when the opponent is down

Special Combo



Tap P, P, P, K



MOVES

Triple Kick



Tap ↘, K, K, K

Rising Knee Knockdown



Tap →, K

Slammer



Tap (→ P), K

Elbow Strike



Tap ←, →, P

Sarah Lariat



Tap →, →, P

Jacky Bryant

Throw (Facing)

Neck Drop



While in close, tap D, P

Throw from Behind

Reverse Lariat



While in close, tap D, P
Note: This deadly throw takes off about 90% of the opponent's life bar

Stomp



Tap ↑, P when the opponent is down

MOVES

Spinning Double Knuckle



Tap →, →, P, P

Spinning Double Roundhouse



Tap K, K

Spin Puncher



Tap P, K

Punch and Sweep



Tap P, (↓ K)

Spin Kicker



Tap (← P), K

Clothesline



Tap →, →, P



Tap P, P, P, K, K



FEEL THE HEAT OF

FAHRENHEIT

Strap on your fire-fighting gear and get ready to hose down the raging infernos in this intense Hollywood-style game.

By Captain Squideo

Meet the Team



Chavez, Chief of Station 13: He reminds you that your air supply is running low.



McGuire, Ventilation Specialist: She tells you "Let's make tracks!" if you take too long on your search.



Hobbs, Hazardous Materials Specialist: He removes dangerous materials you find along the way.



"Stinky" Stinkowski, Engineer: A wise guy who's seen it all, Stinky rescues the girl from the house if you don't.



Washington, Forcible Entry Expert: a good guy to have around in tight places



You: a raw rookie fresh from the Fire Academy

LEVEL ONE: The House

Your mission: Enter this burning suburban house and rescue the missing girl. You can also rescue the cat and some jewelry if you have time.



Walk back to the hallway and turn left to the sputtering chandelier. After it explodes, walk past it to the door in the far-right corner. This puts you in the kitchen.



Avoid the dining room. You'll just waste time there.



As soon as you enter the house, turn left into the den. Ignore the voice of the pleading woman—she's on TV.



Turn to the burning wall where the kerosene heater sits behind a lamp. When your partner wonders whether or not you should remove the heater, say yes.



Once you're in the kitchen, proceed to the fiery stove. You must turn off the stove, or you won't be able to reach the missing girl.

Douse the Stove



From the burning stove, turn left...



...an "ace" of the "clock"...

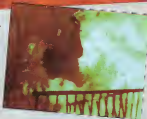


When your partner asks for help, assist him as he tries to force open the door...



When you get the "clock" the night...

Don't go into the master bedroom, or you'll be turned into a charcoal briquette. Hope you brought your parachute along now that you're airborne!



From the kitchen, walk past the stairway to the garage. Ignore the gas can (it's empty), but turn to the boat. The cat's hiding inside. It'll run to safety by itself.



Return to the stairway and run upstairs. Proceed to the bathroom at the far end of the hallway. Grab the jewels, which will "make the owners happy," according to your partner. Return to the hallway.



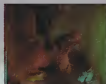
The girl is in her bedroom (Bedroom One), which is toward the other end of the second floor hallway (near the stairs you came up). As you walk in, you'll notice that her window is obstructed.



Don't waste precious time looking in closets.



The unconscious girl is under the covers on her bed.



Your partner will pick up the girl; lead them to the hallway and then to the door on the left, which leads to the boy's bedroom.



Hand the girl out to the joking firefighter through the window in the boy's bedroom.



Mission accomplished!



Fahrenheit

(By Sega)



Fahrenheit puts you, a rookie firefighter, in the middle of three infernal infernos. From a first-person perspective, you must walk through each blaze, make quick decisions about which doors to open, rescue trapped victims, and exit before your air runs out. While the slowly moving strategic gameplay isn't for everybody, it does gradually build in intensity. Be wary about wandering aimlessly and opening random doors – the backdrafts lurking behind them will turn you into a crispy critter if

you're not careful.

This ProStrategy Guide takes you through the first two levels on the Hard setting. These tips apply to both the Sega CD and 32X CD versions of the game (both are packaged together). Don't get burned!



\$59.99

CD

Action/shooter

1 player

3 levels

First-person view

Multiscrolling

LEVEL TWO: The Hotel

Your mission: Race through the streets...



...to this burning downtown hotel.

Navigate four floors of blazing hallways...



...and rescue Mrs. O'Hara and her birds. You'll need to find the hazards scattered throughout the hotel in order to raise your level of oxygen.

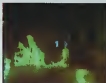


Unfortunately, all the corridors on all the floors look the same - dark and fiery. Press Start frequently as you walk around. You need to constantly recheck your position as you negotiate the four floors of burning mazes.

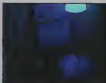
Your first goal is to dispose of the hazard on the fourth floor. Walk north from the south stairwell where you entered and continue past the elevators on your left.



Turn left at the north corridor and continue to the end.



At the end of the north corridor, turn right into the room next to the north stairwell. Hit Button A to enter this room and remove the hazard inside, which earns you extra air for your tank.



Go out to the north stairwell and proceed down the steps to the third floor.



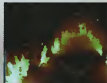
Your goal on this floor is to find the hazard in Colonel Mustard's room. From the entrance on the third floor, walk straight down the east corridor.



From here, go to the north-north-east corridor.



Enter Room 306 in the upper-right corner of the floor map.



Rush to the nearest stairwell...



...and walk downstairs to the second floor.



Your goal is to find the hazards and remove them so you can gain extra air. Walk from the south stairwell to the rooms in the center of the south corridor.

New  cards from FLEER.
Fresh, tasty and anything but wholesome.



FLEER ULTRA

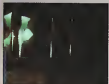
ANIMATION
MUSIC TELEVISION

Available
June, 1995.

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You're looking for the chemical room in the block of rooms in the center of the second floor. Start opening the doors in the center block until you find the correct one.



Flammable liquids are everywhere in these maintenance rooms. Finding them replenishes your depleted air tanks.



Remember the nervous little guy who warned you about bombs and the "bang bang bang" at the start of this level? Well...



...Room 206 is filled with his grenades and a pile of other

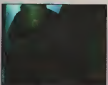
weaponry. After locating them, exit to the nearest stairwell.



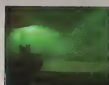
Find the power room in the center block of the first floor, then exit to a stairwell and return to the third floor. You now must concentrate on finding Mrs. O'Hara.



To find her, you need to quickly start opening doors. You'll have to check a lot of rooms.



Mrs. O'Hara's location changes between the third and fourth floors each time you play, so run up to the next floor when you're ready...



...and continue to open doors.



If you're asked to test doors, say yes with Button A. If the door tests cold, enter with Button A; if it tests hot, hit Button C to retreat.



When you find her, Mrs. O'Hara isn't screaming anymore.



When she comes to, Mrs. O'Hara starts asking about her "babies." If you haven't found her birds already, search nearby rooms.

If you mess up...



...your sarcastic team will always let you know about it!



Missed Chances



If you hit the wrong button and accidentally walk away from a stairwell exit you need...



...walk to the far end of the corridor...



...turn around when you reach the dead end...



...and go straight back down the hallway...



...for another shot at the stairwell.

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Battle Through BEYOND OASIS: Part 2

THIS ISSUE, ALI FINDS SHADE AND BOW AND FINALLY SQUARES OFF AGAINST THE SILVER AMULET.

BY THE UNKNOWN GAMER

FIND THE KEY TO TIME AND SPACE



After you've defeated the Rock Monster, climb to the top of the mountain and into the castle fortress. As you battle across the top of the fortress, you'll fight a

barrage of enemies – but a strong wind blowing from right to left ups the challenge.



When you reach this windy area, stay to the left to avoid being fried. To clear the area, you must use bombs to light all four fire torches. Stand against the torches to prevent yourself from being blown to the right while you fight.



To escape the reappearing ogre trap, stand on a green pad and toss a bomb onto the other one. This opens the fence and enables you to reach the warp circle.



When you reach the end of the fortress, Silver Amulet is waiting to toss you into battle with yet another boss.

FIND SHADE THE DARK SPIRIT



To defeat this large Rock Snake, stay to the left of its jaws and dodge the fireballs it spits. To destroy it, move in close and punch its jaws or just toss bombs into its mouth from afar.



When you defeat the snake, you receive the Key to Time and Space, which enables you to use the various warp doors that appear.



Work your way back down the mountain until you reach this warp spot below the fortress.



In the first room of the underground cavern is a chest that holds a clove of garlic. This is a good place to stock up on supplies: Grab the garlic, exit the cavern, return, and repeat until you have all the garlic you want.



Beyond Oasis

(By Sega)



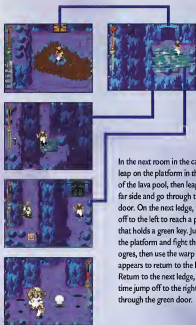
This game's a Zelda wannabe with beautiful graphics and intriguing gameplay that combines RPG elements with first-rate hack-n-slash action. At first, Oasis seems somewhat easy, but the later stages are filled with mind-absorbing maze puzzles, hidden areas, and some heavy-duty enemies, making it a good game for players of all abilities.



1 player
3x overworld view
Battery backup

\$79.99
24 mags
Action/Adventure/RPG

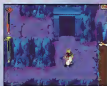
1 player
3x overworld view
Battery backup



In the next room in the cave, leap on the platform in the center of the lava pool, then leap to the far side and go through the yellow door. On the next ledge, first jump off to the left to reach a platform that holds a green key. Jump off the platform and fight the white ogres, then use the warp that appears to return to the lava pool. Return to the next ledge, but this time jump off to the right. Go through the green door.



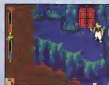
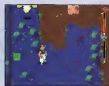
The spikes will disappear once you destroy all the enemies in this room. A warp will also appear near where you entered. Use the warp to reach a platform with a chest that holds the red key. Enter the warp again to return and head back through the spikes and up the stairs.



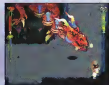
SECRET AREA



After you leave the cavern, you'll come to a bridge. When you reach this point on the bridge, jump to the lower ledge, then jump straight toward yourself — make a leap of faith! You'll land in a secret area. Head left across some tricky ledge jumps and eventually you'll claim the unlimited fire crossbow.



In the large lava room, leap from platform to platform to cross to the upper-right corner of the screen. Hit the green button to ensure all the platforms are moving. When you reach the red door, you can enter it to battle the boss, or you can run south and leap from ledge to ledge to grab a hidden chest in the next room.



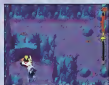
The dragon boss awaits on the other side of the red door. To fight him, stand on the right side of the screen near the edge of the ledge and whack him repeatedly in the jaw between fire blasts.



After you destroy the dragon, leap on the platform and ride north to the spirit door. Enter to find Shade.



Once you've collected Shade, you have to escape from the cavern — and a nasty storm of fireballs. Backtrack the way you came until you reach the ledge pictured above. Use Shade to grab the Shade Post and cross over. Head to the left.



Crouch and escape the cavern through this exit.

THE PLANT BOSS

To defeat the plant boss that fires giant spores, run around the ledge at the edge of the screen and fire arrows into the spores and the boss. After you destroy the boss, enter the spirit door at the north end of the cavern, and you'll receive the plant spirit, Bow.



To defeat the orange blob bosses in the large pit area, stab them repeatedly until they explode.



To solve the maze, light each unit torch you find in every room. You cannot escape unless you do.



Once you've completed all parts of the maze, return to the main entrance area for another battle with the Rock Monster – just whack him repeatedly to crush him. Once you've defeated him, the middle door in the main entrance opens, and you're free to pass through the series of red doors that leads to the next boss.

Rock Door Green Key Yellow Key



Yellow Door Rock Door



Blue Key



Yellow Door



Shade Post

Blue Door

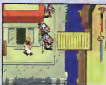
Yellow Key



Yellow Door



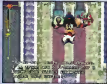
SNEAK INTO THE CASTLE



After you emerge from the dungeon with Bow, head back to the castle. You can't get in the main entrance, so walk south toward the boat in the harbor and then left to the house with the open door. Chat with the family inside and then enter the castle via the rear door in the room.



Summon Bow to eat through green doors with bars - like this one!



In the castle, you face a nasty confrontation with Silver Amulet - who tosses you into the castle dungeon.



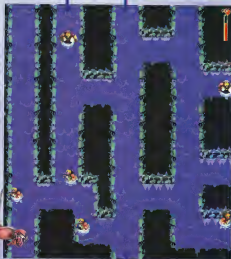
HIDDEN AREA



The entrance to another secret area is located near the Shade Post in the forest. To enter the secret area, just walk behind the large tree pictured on the screen. When you zap to the secret area, you can fight in up to 100 rooms overrun with enemies. At the end of every 10 rooms you survive, you earn a treasure chest as a reward. If you survive all 100 rooms, you get an unlimited flame sword.

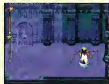


ESCAPE FROM THE DUNGEON MAZE



Yellow Key





When you reach the spirit door at the end of the castle dungeon maze, summon Dycto and use her Magic Bubble to turn off the water-fall. Open the spirit door and enter.



Inside you'll find a magic cube – the one Silver Amulet is looking for. Grab it and exit the maze.

Blue Key



Plant Door



Plant Door



Yellow Door

Green Door

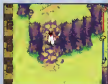


Vanquish the fire monster quickly – he drains your spirit energy.

Blue Door



RESCUE THE PRINCESS



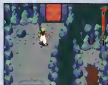
Leave the castle to the right and take this new set of stairs near the castle wall.



High in the hills you'll find the entrance to a maze that leads to Silver Amulet's lair. You can grab the princess, but Silver Amulet takes the magic cube. Follow him into the maze.



This first part of this maze is a series of rooms where you defeat all enemies and then pass to the next room.



When you reach this room, light the torch on the right to pass by.



The puzzle in the spirit room is easy to solve. Jump on the middle green button, then jump on the other green buttons in the order you gathered the four spirits: water, fire, shade, and plant.



When you face off against the half-human half-shade boss, use the Light Ball to open a third eye in his forehead. Strike the third eye until it closes. Repeat this attack until the boss is destroyed.

THE FINAL BATTLE



In this courtyard of the final maze, first use the lever to turn off the steam on the stairs. Then go upstairs and toss a bomb on the green button. Go back downstairs and turn on the steam again.



Enter the now-open door in the courtyard and walk up through the pond room to the roof of the building. Use Shade to cross from one side of the roof to the other and hit the green building. Then use Shade to cross the roof again

and return to the pond room. Inside, the water is gone. Go upstairs and grab the red key.



Return to the roof, cross over, and proceed around the corner. Use the blob monsters on the ground to summon Dyto. You'll need her to put out some fires burning across the rooftop.



When you reach the main room inside the building, you must set the levers as shown on the screen: The two left levers pointing left and the two right levers pointing right. In order to reach the upper-right lever, though, you'll have to wander through the maze.



Go up the stairs in the main room and enter a room with floating platforms. Jump to reach all the green buttons. They activate the various moving platforms. And don't forget to light any torches you see.





You'll find the green key on the outside upper ledge of the castle.



When you reach this room with three green buttons, push the stone balls on the two side green buttons. Then stand on the third green button to make a Shade Post appear. Summon Shade to activate a warp, then send Shade away and hit the warp with your Light Ball.



After you warp, you can enter the room with the moving carts with teeth. Use Shade's Doppelganger move to stand on both green buttons simultaneously. This makes two treasure chests appear. One holds a red key.



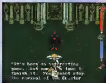
Drop into this hole on the roof to reach the upper-right lever.



Return to the main entrance room, enter the center door, and grab the blue key.



Go through the blue door to reach a ramp that leads to the boss. Rather than fighting your way up this windy ramp, simply run north and jump off the side of the ramp every so often. You reappear where you jumped off, and then you can repeat the tactic until you reach the door.



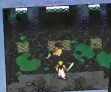
During the final confrontation with Silver Amulet, you first must fight a series of old, familiar enemies – then Silver Amulet himself. None of these battles requires special fighting techniques.



The final boss isn't too tough. Just slash and destroy the claws that appear to the left and the right. When there are no claws, hit the boss in the head. Keep attacking until he blows up!



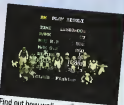
THE END



You're reunited with your long lost sister, Gwyn, and all of your spirit friends.



Gwyn assumes control of the Amulets so they can never be used for evil again.



Find out how well you did!

Genesis

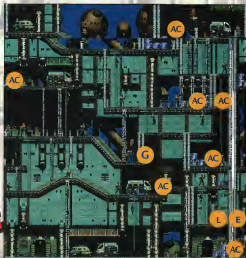
You Be The Judge!

Mega City One better get with it because we're going to take it apart with maps, strategies, and a play-through of the first half of Judge Dredd for the Genesis. In the next issue, Part 2 will guide you through the end of the game.

By Scary Larry

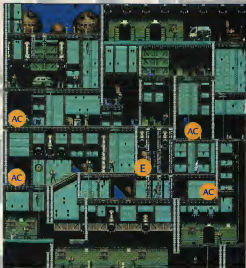
part 1

LEFT A GOOD JOB IN THE CITY

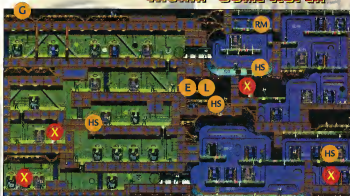


The first two levels take place in Mega City's streets. You can practice your arresting technique here, but wasting all the perps works just as well.

*Primary Objective: Destroy all sewage pipes.
Secondary Objective: Arrest or subdue all perps.*



KICKIN' SOME ASPEN



The next three levels find you in the Aspen Penal Colony. You must locate all the computer terminals (X) and access them to shut the prison doors.

Primary Objective:
Secure all terminal
door locks
Secondary Objective:
Arrest or subdue
all suspects



Legend

- AC = Ammo crates
AG = Antigravity belt
APM = Armor-piercing missiles
E = Energy
G = Grenade
HEM = High-explosive missiles
HS = Heat seeker
IM = Incendiary missiles
L = Extra life
PW = Password disk
RM = Ricochet missiles
SC = Security-door cards
TT = Trigger terminals



Judge Dredd

(By Acclaim)



TEEN
T
The demolition man returns as Judge Dredd — judge, jury, and executioner rolled into one. Judge Dredd is a decent shoot-'em-up, but there's little to make Dredd rise above average.

Boyle	Swand	Control	Full-Trust	Challenger
				
3.5	3.8	3.1	3.6	INT.

Price not available
15 mags
Action/adventure
1 player

12 levels
Side view
Make scrolling

THE CURSED EARTH ON \$5 A DAY



Climbing, running, shooting...don't you just Dread it? Find Old Judge Fargo on the far right of the level (X) and then scoot on out of there. It's better to avoid the acrobatic Indians than face them down.



To exit this level, you must dispose of the boss (X). Avoid everyone else and try to leave with plenty of ammunition.

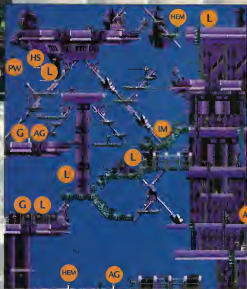


It's back to the sewers, and this time, most of the ammunition crates are hidden. Try walking through walls (X) to access these crates.

Legend

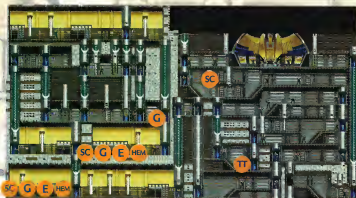
- AC = Ammo crates
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- HEM = High-explosive missiles
- HS = Heat seeker
- IM = Incendiary missiles
- L = Extra life
- PW = Password disk
- RM = Ricochet missiles
- SC = Security-door cards
- TT = Trigger terminals

High above Mega City, you battle it out with a host of enemies, none more dangerous than the fire-sprewing ladder climbers. You'll also find the antigravity belt, which is temporary but useful. ▶

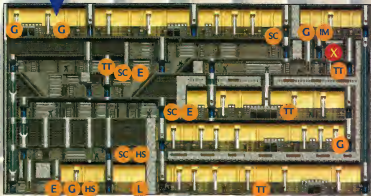


JUDGE FOR YOURSELF

Primary Objective: Find the Judge's Chambers and the terminal.
Secondary Objective: Avoid all Judge Hunters.

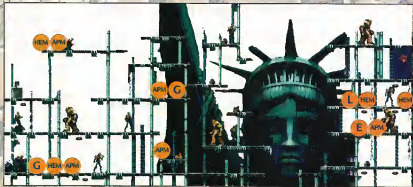


Now it's off to the Judge's Council where you have to reach the Judge's Chambers (X). Try to avoid killing other Judge Hunters.

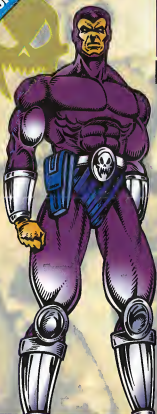


You must find this terminal (X) and disarm it. Reaching it may just get your case dismissed...permanently. Be careful.

Primary Objective: Destroy
four ABC Warbots.
Secondary Objective:
Stay alive.



Lady Liberty is the entrance to the Janus Labs. Your mission: Destroy the ABC Warbots protecting the entrance. The problem: The Warbots are hard to kill.



PHANTOM 2040

Running with the Ghost Who Walks

Phantom is a thumb-twisting action/adventure game, and there's nothing ghostly about its replay value. Here's how to find your way through the Ghost Jungle.

By Fried Eye

Golden Endings

Phantom 2040 is a massive game composed of 7 chapters with 20 possible endings. There are, however, only four successful endings, which are called Golden Endings. To reach the Golden Endings you must make pathway choices at the beginning of Chapters 2, 4, and 6. There's no wrong choice in the beginning, but you can get side-tracked along the way. This strategy guide will present the opening choices for those chapters and hint at things that you should have accomplished to be on the path to a Golden Ending.

Phantom Preliminaries

Blow Down The Doors



Breakaway walls and doors are hidden everywhere. Most of them reveal themselves when you punch or kick a wall, the ground, a girder, or any other seemingly solid surface. You can tell when you can bust through

something because a tiny explosion appears whenever your foot or fist connects.

Find Weapons

To reach Chapter 7 and defeat the vicious end boss, you must load up on Phantom weapons. Often you can grab the weapon of a boss you defeat. Homing missiles, which you get after you defeat the Legion Biot at the end of Chapter 3, are particularly deadly. Boomerangs, which are great 360-degree defensive weapons, are fatal in close. You

get them after you defeat the gang leader in the Ruins, but only if you chose to use Guran's info in the Lair after Chapter 3, rather than Sparks's info.

Maximum Weapons

There are five types of Level Ups that increase your weapon's power incrementally by a magnitude of one. Hidden in a secret room in Maximum Inc.'s HQ, however, is a special weapon power-up that doubles your firepower.

Phantom 2040

(By Vicom Now Media)



Phantom 2040 is a crimefighter's feast made more satisfying by replay value and 20 endings. Weapons masters will have a field day equipping both of the Phantom's hands from an extensive inventory. The stick-to-any-surface Inductance Rope is particularly handy. You'll use every weapon in the arsenal, too. Phantom-pursuing cyborgs called Biot and bosses that absorb major firepower are out in force. This game will give action/adventure players nightmares...just what we've been waiting for!



\$29.99
16 megs
Action/adventure
1 player
7 character
50 levels

Side view
Multiscrolling
Multiple endings,
passwords



Chapter 1: On the Road to Extinction



This chapter is a fairly straightforward no-brainer. You begin at the University and go to the left. The hints will lead you to the Warehouse. Head left when you reach the Warehouse. Fight to the left and down inside the Warehouse until you face Graft the bionic man. Defeat Graft, and you should have the Black Panther.

Chapter 2



In Chapter 2 you have a simple choice: You must decide whether to give the rescued Panther to Mr. Cairo or Guran. Mr. Cairo will give you information on how to sneak into the headquarters of Maximum Inc. Guran tells you where to find the gang leader, whose hostages will send you to the Battleship Factory. The vile Rebecca Madison and her minions await you there. Becca is a bad, bad person.

Chapter 3: Eco System Overload

Chapter Strategy



Now Phantom stops pulling its punches. Chapter 3 is a major rumble in the jungle, where Maximum Inc. is harvesting special plant life to create a bionic weapon called the Damocles Cannon. This is a good place to collect power-ups and find weapons. Take your time and explore every nook and cranny. You'll also find ladders that lead to hidden areas. You can't do much here, but study the surrounding territory, and you'll glimpse areas you'll need to know about in later chapters, such as the Battleship Factory.



Harvesting Harvesters



Harvester Robots are the major downer in the jungle. Avoid the two land mines they drop, and you can easily run away from their claw attack, though it inflicts major damage with every hit. Use the Inductance Rope to swing across the ceiling and attack the Harvester from above. You can only get in one or two hits at a time, so be patient.

Junior's Lament



Maxwell Jr. is a real nasty guy who controls Chapter 3's level boss, the Legion Biot. Jump around to avoid the little homing 'bots - the boomerang can help here. Then blow off the legs and go for the body when it becomes a spaceship pod. After you defeat the Biot, Spark will recover a chip that opens up your decision for Chapter 4.



Chapter 4

Chapter Strategy



After you destroy the Legion Biot in Chapter 3, you must decide - whether to head to Maximum to find the Retina Scan (which enables you to blow up the Biot Factory) or return to the hidden area of the University Lab for some secret files. Either way is murder.

Retina-Scan Scare



If you go to Maximum, fight to the right. Then go up the elevator shaft to find the Retina Scan. Once you have the Scan, head to the Biot Factory.

Trap Alert!



Inside the factory, watch for the three Spider Biot traps. To blow up these gizmos, shoot them right between the guns. You'll take hits, so go in stocked with plenty of first aid or armor.

Spiritual Enlightenment



Keep moving to the right and down in the factory, and you can find Spirit, which increases your life bar.



Goo Goo, Gah Gah



If you choose to return to the University Lab, work your way down to the bottom and to the right. You must find the Goo Monster. You can easily avoid his giant claw by jumping over it or running under it. However, you must hang from the ceiling to zap the hatch in his head. As soon as you blow it away, the goo gushes out. Quickly scale the ceiling before the rising yuck overtakes you.



Reaching the Summit



Chapter 5: Political Environment

Chapter Strategy



This is a straightforward level without key decision points. Here Mr. Cairo asks you to find Alex Sapient in the Ruins in order to determine where the secret World Summit is being held. Of course, Rebecca Madison wants to destroy the summit, and you're going to stop her.

Valve Right

The valve to lower the sludge is to the far right of the level. Drop into the sewers from there.

To defeat the gang boss in the sewer, dodge his boomerangs and jump over his charge attack as you shoot him. Watch out for the rising sludge! Armor helps. When you beat the boss, Sapient tells you that the summit is being held at the top of the Wild Life Memorial.

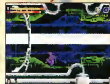
Car Hopping: The Second Traffic Scene



The first traffic scene was way back at the end of Chapter 1. Reaching the second traffic scene indicates you're on the way to a Golden Ending. This scene begins at the top of the memorial. You reach it by destroying door locks and climbing upward. At the roof, however, you must hop across

aerial traffic through murderous Biot attacks. Armor helps, but it's better to move as fast as you can to the right. Don't stop for anything and always keep moving up.

Lens Crafty



After you hop the cars, you must jump into the lens of a huge laser cannon. Run through the barrel, but drop down when you hear the laser changing. Let the beam pass, then run again. When you reach the lens, fire directly into it to destroy it. Now jump through the lens.

Mars Means War



The lens leads to a control where you must fight Mars. Blast his Biot but move to the far left of the screen. Watch for his door to open, then jump straight up with the Inductance Rope and blast him from a distance.



Chapter 6

Chapter Strategy

One for the Heart



After you maul Mars, you face Graft. This time he's part of a huge biomechanical heart thingie. Use the Inductance Rope to latch onto the ceiling. Then lay down a steady stream of fire into the heart. You must fend off the homing robots at the same time.



If you've hit the key points in this strategy guide so far, Chapter 6 may find you set on the pathways to the Golden Endings. Here you



have two decisions: You can go to Maximum Inc. to ride the Hellevator and face the Triad...



...or you can go to the Spaceport and attack Sean One's Orbital Station. That's all you really need to know to complete this chapter.

Chapter 7: Maximum Overdrive



If you've survived to Chapter 7, you inherit the role as the next

Phantom! Remember, you may be on the path to one of the four Golden Endings if you've completed one of the following: You destroyed the Triads under Maximum Inc. in Chapter 6 after riding the Hellevator; you destroyed Sean One's Cannon in Chapter 5

after the second traffic scene or you destroyed Sean One's computer deep within the Orbital Platform in Chapter 6.

By now you should have the skill to complete Chapter 7, but you'd better be maxed out with first aid, energy aid, and all the weapons you can find. Now it's up to you to figure out this chapter since all the bosses return to fight you again. You also face Rebecca and her husband! Defeating them could reveal the fourth Golden Ending, but Rebecca's old man is one of the toughest final bosses ever! Good luck, Ghost Who Walks.

Super NES



Nosferatu:

Battle To Save Your Girl from The Prince of Darkness!

Items to Collect

You can find items in treasure chests or when you destroy a monster.

Crystal (CR)



Collect these for bonus points.

Blue Gem (BG)



Adds half a gem to your life meter.

Green Gem (GG)



Fills half a gem on your life meter.

Time (TT)



Adds seconds to your time limit.

Strategy games like Prince of Persia and Blackthorne live on in Nosferatu! In this strategy guide, we'll take you through the game's first three stages and show what to get, what to avoid, and how to beat the bosses.

By Major Mike

Save Her Quick!



Sure, she looks fine now, but if you take too long...



...she'll turn into a creature of the night!

A Tale of Two Doorways

Welcome to the Next Stage



Doorways with a staircase lead to the next stage...

Extra Room



...while darkened doorways lead to extra rooms.

Frightening Cinemas Intercut the Action



None who have ventured near his resting place have ever returned to tell of it



A bat departs from a forbidden castle into the night



Basic Moves

Special note: All moves are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Shoulder Slam



While running, tap Attack

Roundhouse Kick



Simultaneously tap opposite of the direction you are facing and Attack

Quick Step



Hold Attack and tap ← or →

Running



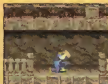
Tap →, hold →

Quick Punch



Tap Attack

Duck



Hold ↓

Jump Kick



Tap Jump, Attack

Slide Under Block



While running, tap ↓, Attack

Quick Uppercut



Simultaneously tap ↓ and Attack

Grab Ledge



Stand under a ledge and tap ↑

Quick Hop



While standing still, tap Jump

Quick Jump



Simultaneously tap → and Jump

Hang from Ledge



Stand at the edge of a ledge and tap ↓

Nosferatu (By Seta)

NOT
YET
RATED

Nosferatu is frighteningly good with deliberate, slow-paced, strategic action. If you loved Flashback, Blackthorne, and Out of This World, you'll be blown by Nosferatu.



Price not available
16 mags
Action

1 player
8 stages
Side view



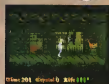
Except one, who seeks to end the terror and rescue his love

Stage 1



Stage 1 is the easiest and the shortest. Your primary enemies are gremlins, ghouls, and other minor nuisances.

Stage 1-1



(4) Jump these two pits, but don't worry if you fall to the bottom. Nothing can harm you - yet.
(5) Don't exit the level just yet - go to the doorway at the extreme end of the hallway.



Grab the items in the chest. There is also a ghoul in this room. Use a shoulder ram to knock down the ghoul, then quickly run past it and exit the room.

(1) Push these crates to the left against the wall and fall through the hole. Two gremlins drop from above and follow. To easily defeat the gremlins, punch them out - but more will follow if you do.

(2) A treasure chest is below. Grab the ledge and dangle, but don't jump to the ground yet. Wait for the giant centipede to come out of the little opening, make its round, and return to its hole.

(3) Enter this room, and you'll see a chest to the right.

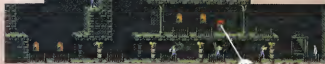
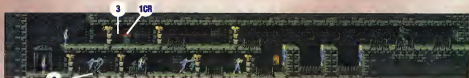


Stage 1-2



During this run, the most dangerous part is the two crushers.

(1) Run under the two giant crushers when they rise. If they fall on you, it's instant death! Find the chest at the end of the hallway.



Booby traps and enemies appear throughout this stage.

(2) Stand on the pressure plate to open the gate above.

(3) Climb up to open the chest.

Return to the lower level exactly the way you came up. If you go to the right, you'll be dlobbered by booby traps. Continue to the right on

the ground floor. Jump the two spike-filled pits and deal with Frankenstein. Punch Frank in the back when he walks away, but if he faces you, keep your distance. At the gate, jump up and stand on the pressure plate, then continue up. At the top, go to the right and into the doorway.



In this room, push the wall to the right and go up to the chest. Exit the room and jump to the platform below. Run - don't walk - to the right (some arms try to grab you). In the chest you'll find one green gem. If you run across the bottom level, you'll be attacked by hanging corpses.



The Two-Stage Monster

Beat up the two gremlins and get the gems they leave behind.



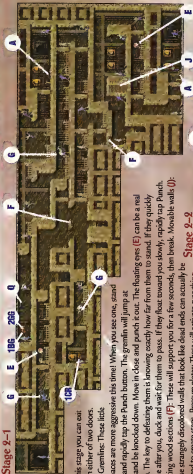
This creep will stab you with his knife, so run whenever he jumps. Duck when he throws his boomerang blade.



When half the boss's life is gone, he turns into a werewolf. Simply stand still and rapidly tap the Punch button. He'll run into your punches and be defeated in no time. Stay close - if he gets away, he can regenerate his health.



Stage 2-1



In this stage you can exit from either of two doors. (G) Gremlins: These little

menaces are more aggressive this time! When you see one, stand still and rapidly tap the Punch button. The gremlin will jump at you and be knocked down. Move in close and punch it out. The floating eyes (E) can be a real

pain. The key to defeating them is knowing exactly how far from them to stand. If they quickly come after you, duck and wait for them to pass. If they float toward you slowly, rapidly tap Punch.

Rotting wood sections (F): These will support you for a few seconds, then break. Movable walls (O): These strangely discolored walls that look like dead ends can actually be

pushed to create traps. Pressure plates: These will activate everything from doors to wall spikes. Step on them at your own risk! Floor arms (A): Run quickly through these sections - the arms will try to trip you from the ground if you walk. Exit through the top door to go to 2-4 and 2-5; exit through the bottom door to reach 2-2 and 2-3.



Beginning in this stage, you can choose between several routes.

Stage 2-4



To beat the mummy, follow it when it walks to the left and follow it until it gets close to the wall. Rapidly punch it in the back before it turns around - this traps it against the wall. Now punch it until you destroy it.

Stage 2-5



This route takes you to the top of Stage 2-6.



Touch the second pressure plate on the floor - the first one launches a spear at you.

Stage 2-3



Jump the first gap and slide under the low wall. Then jump onto the rotating board and let it break. Push the wall to reveal the exit. This takes you to the bottom part of Stage 2-6 - an area that is inaccessible if you enter from Stage 2-5.

Stage 2-6



In this room, do a shoulder slam against the wall to the left. When you do, a gremlin falls from above. Punch it out and collect a crystal.

Stage 2-7



To reach Stage 2-7, exit through the top door; to reach 2-9, exit through the bottom door.

Stage 2-9



Survive this room, and you fight the boss.

Stage 2-8



First, push the block against the far-right wall, then climb up and get the items in the chest. Go down to the right and push the wall back to the left. Stand on the second pressure plate to open the door to exit the room.



To open the wall, stand on the far-left pressure plate at the bottom of the screen. The first plate activates the wall spikes.

Key

- A = Floor arms/corpses
- C = Ceiling corpses
- D = Door
- E = Flying eye
- F = Rotting wood section
- G = Grenades
- J = Movable wall
- K = Treasure chest
- N = Spear-launching trap
- P = Mumay
- Q = Frankenstein
- R = Extra room

Monkey See, Monkey Fight

This level's bosses are two apes that attack with shoulder slams of their own. The easiest way to defeat these two chumps is bundling them together. Watch out for their long reach; they'll throw you across the screen if they grab you.

Stage 3



A host of new terrors awaits in this stage! Don't waste time trying to defeat the flying axes - you can't destroy them, so stay out of their way.

Stage 3-2

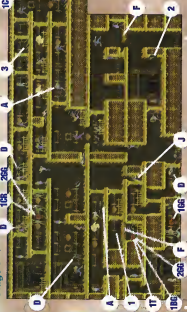


Stage 3-3



(1) Climb to this exact spot and stand here. The fat blob cannot hit you, and you can easily dispose of it with punches.

Stage 3-1

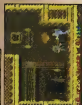


(1) Getting the treasure: When you go for this chest, jump over the first board and stand on the second one. Fall through, get the treasure, and climb out to the left - don't grab the rotating board to the right. Climb out and jump to the right, quickly crossing over the rotating board. (2) To get past the gate before it closes, push the pressure plate on the wall, turn around, and take two steps. Then run to the left. (3) This one is tricky. On the top floor is a series of gates. Stand on the pressure plate near the end of the floor to make the last gate open - a little. If you time it carefully, you can dash under the gate and jump across to reach Stage 3-8.

Key

A = Floor attack/carpenter
C = Cutting carpenter
D = Devil
J = Flying eye
F = Flying word machine
G = Grenade
J = Invisible wall
K = Kitten's chest
N = Spear-launching trap
P = Penny
Q = Frankenstein
R = Extra room

(4) As before, do a shoulder slam against the wall to the right. A ghoul pops up and fights you. Defeat it and get a crystal.



(5) There is a crystal in the middle chest; the other two have ghosts that knock you down.



Stage 3-8

Stage 3-4



(1) Something has been added - concealed passages! You can't see these corridors right away, but they're handy for reaching certain areas. (2a) Take this door to Stage 3-7. (2b) Take this door to Stage 3-5 and 3-6. (3) Don't drop to this lower level - klapfing the rotting wood sections is tough, and you'll have to contend with ceiling corpses. Instead, stand on the left side above the ledge. (3a) Jump to the left, and you'll grab the concealed ledge.

Stage 3-5



Stage 3-6



(1) A new menace - books! When you start in this room, run immediately to the right. The books won't hit you if you stand next to the wall to the right. The same goes for the other "book" section.

Stage 3-9



Stage 3-7



The Vomit Monster



This slug has two forms. To defeat the first one, use a shoulder slam to knock it down. Then stand behind it as it tries to get up and rapidly rap Punch.



Now the boss attacks you with its head. Position yourself so you can punch it quickly as it bounces toward you. Despite its small size, this bouncing menace packs a punch!

JUNGLE STRIKE

Strike back against the Madman's son in this sequel to Desert Strike! This strategy guide takes you through the critical sections of most campaigns and shows you where to find every co-pilot - including Wild Bill!

By Major Mike

Meet the Gang!

There are six co-pilots local in the game, but at the beginning, four are missing in action. Start off with Scott Antonio as your co-pilot, then replace him with the first co-pilot you rescue. Successively replace your current co-pilot with each rescued one as the game progresses.



Mike Sierra:
"Mr. 3-D"



Scott Antonio:
"Ego"



Grant Foster:
"Faceman"



J.W. Fennel:
"Wild Bill"



Rosalind D.:
"Annihilator"

Ingredients of a Successful Campaign

You can collect several items in each campaign - some are in the open, others hidden in buildings. Be careful which buildings you blast in the first and last campaigns.

Items To Collect

Armor Repair



Totally replenishes your armor.

Fuel Drums



Fully restores your gas tank.

Fast Ladder



Accelerates your ladder.

Ammo Crate



Gives you a fresh stock of ammunition.

Red Cross



Provides an extra life.

Other Strategies

Words of Caution



Unless you're absolutely certain you can do it successfully, never try to rescue someone or pick up an item when you're extremely low on fuel or armor. You may crash and inadvertently kill the hostage or destroy the item.

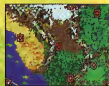
The Enemy Can Help You



To destroy buildings in half the time, position the structure between you and the enemy, then fire away.



The Campaigns



Of your nine campaigns, the first and last take place in Washington, D.C.



Jungle Strike

(By Electronic Arts)



The Madman's son is wreaking havoc, and it's up to a special-forces team to stop him. In this sequel to Desert Strike, bigger campaigns and nastier enemies up the ante. New vehicles include a hovercraft, attack motorcycle, and even a stealth bomber. This game isn't all shooting, either. You must safely rescue civilian VIPs and even retrieve nuclear materials.



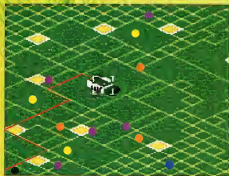
Price not available
10 megs
Action/Adventure
1 player

9 campaigns
30-over-the-ad view
Passwords

CAMPAIGN #1: WASHINGTON, D.C.

CONTINUED

Blast the gas stations and every building on the tan areas to get the items inside. To restock your ammo, take out the military transports.



- Monuments (3)
- Terrorist Headquarters (3)
- Motorcade Route (Red Line)

- Agent Akber (1)
- Car Bombs (5)
- Sniper (1)

Key

Highlights

Mission 1: Monuments



Look for the armor-repair icon inside the HARV at the southeast corner of the Library of Congress. Be especially careful fighting around the historical landmarks—destroy one and it's mission over!



Safeguard the president as he arrives at the White House. Before escorting his limo, venture along his route and destroy enemies in his way. His car is well armored, but it can take only so much damage.

Mission 5: Motorcade



CAMPAIGN #2: SUB HUNT

CONTINUED

Highlights

Mission 1: Navy Seals



Although it's tempting, don't go for the hovercraft right away; you must first rescue the two stranded Navy SEALs located to the north. Drop them off at the pad by the Coast Guard helicopter.

- Navy Seals (2)
- Nuke Subs (4)
- Plutonium (8)
- F-15 Pilot (1)
- Prototype (1)

Key

Mission 3: Recover Plutonium



Get the extra life and armor repair power-up in the trucks delivering plutonium that are parked on the beach to the north.

Mission 4: F-15 Pilot



Faceman has been shot down and is stranded on the west corner of a small island. He shares the island with an anti-aircraft gun and a foot soldier. Take out the gun first, waste the soldier, then rescue Faceman and destroy the downed F-15.

Mission 5: Nuclear Submarines



In the final mission, you must destroy four large nuclear subs. Armed with a single missile launcher, these gigantic submersibles are easy to destroy. Hold down Button R and sway back and forth in front of the sub while firing constantly. You can deep-six it in no time.

CAMPAIGN #3: TRAINING GROUNDS

COMBAT

Walk-Through

Mission 1:

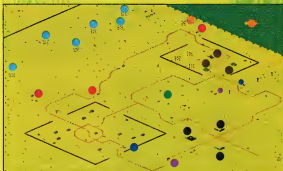
Enemy Training Camp



The third campaign takes place in the desert. Despite the first mission's name, knocking out the training grounds is the first and easiest objective. Completely destroy the guard towers and then destroy the tent areas. Be careful when the tent areas explode - you may accidentally shoot people who can be rescued.

Mission 2:

Secure Landing Zone



- Enemy Training Camp (6)
- Secure Landing Zone (2)
- Mobile Radar (3)
- Communications Expert (2)
- Tank Depot (1)
- Mobile Radar (2)
- Training HQ (3)
- Nuclear Reactor (3)

Key



This one is easy. Pick up the commando in the jungle clearing in the northwest and drop him by the two tents near the guard tower. Destroy the tower first to ensure a safe landing zone.

Mission 3: Mobile Radar



Mobile radar units are located along the north road, along with Sheridan tank escorts. Only the radar needs to be destroyed, but the trucks usually have ammunition or other icons inside. It takes two to three hellfire missiles to destroy a Sheridan tank.

Mission 4:

Communications Expert



This mission is divided into two parts. First, pick up the communications expert in the southeast corner of the fenced-in area in the west. He's located in the shack to the left when you're facing the two shacks at the bottom.



Fly to the telephone poles in the northeast section just before the

jungle and drop the expert on the landing zone.

Mission 5: Tank Depot



This is the most dangerous mission in the campaign. Not only are there Sheridan tanks to contend with, but soldiers armed with missile launchers guard the depot. Some tanks are unmanned; save those for later. Concentrate first on the manned tanks and foot soldiers, then mop up the remaining forces in the area.

Mission 6:
Knock Out Mobile Radar



This mission is almost identical to Mission 3, but the target batch of radar units is spaced farther apart. Also, beware of the attack jeeps armed with rocket launchers. Hit-and-run tactics with hydra missiles ought to do the trick.

Mission 7:
Destroy the Training HQ



Attack the large structures inside the northernmost fenced area

located before the jungle. Exercise caution blasting the foot soldiers that rush out from the buildings you're demolishing—one is a commander who will give you a valuable radio password.

Mission 8:
Retrieve the Nuclear Reactor



One of the three large buildings near the bottom of the screen is hiding a nuclear reactor. After you destroy the exterior structure, you'll find a large wooden box inside. As you shoot open the box, be careful not to accidentally destroy the reactor.



CAMPAIGN #4:
NIGHT STRIKE

CONFIDENTIAL

Under the veil of darkness, the night sky lights up only during explosions. If you need a quick flash, fire a missile or hydra at the ground.



- Guard Towers (8)
- Green Berets (2)
- Chopper Pads (8)

- Scientists (3)
- POWs (7)
- Weapons Plants (8)

Key

Highlights

Mission 3: Chopper Pads



before you approach. Fortunately, these menaces don't give chase if you flee, but unfortunately, they're armed with the same weapons you carry.

Mission 4: Rescue Scientists



This is the most dangerous mission in Campaign 4: Here you will face your doppleganger, enemy Apache attack choppers. They're usually swarming around the enemy's chopper pad, so always check the radar for their location



Fire at the underground jails to release the nuclear rocket scientists. One of the prisoners is Raz, the Annihilator.

CAMPAIGN #5:
PULASO CITY

CAMPAIGN

- Key**
- U.N. Rescue (3)
 - Drug Plant (3)
 - Counterfeiting Operation (3)
 - Power Grid (4)
 - Armored Cars and Detonators (8)
 - C4 Explosives (1)
 - DL's War Room (1)



Highlights



Mission 5 offers the most challenge in this campaign because you must leave the safety of your chopper and take up the attack motorcycle. This vehicle has controls similar to the chopper but is much faster. The only disadvantage is its very limited armor.

Mission 3: Counterfeiting



Destroy only the short black buildings and save the tall ones for later because they house the armored cars. You can destroy the armored

cars only with the motorcycle, not the chopper.

Mission 5: Armored Cars



Drive in front of the armored cars and drop land mines. It takes just one mine to destroy an armored car.

CAMPAIGN #6:
SNOW FORTRESS

CAMPAIGN

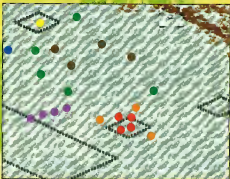


Gatling guns, enemy choppers, and M1 battle tanks are the most vicious opponents you'll face in this campaign.



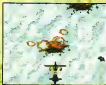
- Key**
- Wild Bill (1)
 - Radar Sites (3)
 - Missile Depot (4)
 - Soviet General (1)

- Launchers (5)
- Power Lines (4)
- Fortress and Warheads (4)



Highlights

Mission 1: Wild Bill



Mission 1 is the most essential part of this campaign. After you rescue Wild Bill, you'll be winging it with the best co-pilot. He's in the building directly north of the south guard tower in the compound.

Mission 6: Power Lines



Four high-voltage towers must be leveled. No problem – except several M1 battle tanks are guarding them. Use the fast-moving tanks to your advantage by positioning the tower between you and the tanks to destroy the towers faster.

Missions 7 and 8: Fortress and Warheads



The hardest part of these missions is finding the fortresses that are hidden under the mounds of snow near the smokestacks in the middle of the screen. Don't shoot the missiles after you've exposed a fortress. Instead, destroy the enemies guarding the weapons and pick up the missiles.

CAMPAIGN #2: RIVER RAID

TOP SECRET

This is the last time you'll exit your attack chopper for another craft, the stealth bomber. In this attack craft, always stay at the maximum ceiling height to eliminate the risk of running into stationary objects.

Highlights

Mission 1: F-117 Stealth



Shoot the tarp and free the stealth bomber, but don't land and jump in the cockpit just yet. Stay in the chopper and go after the Fuel Depot (Mission 5) in the southeast corner. This attack will uncover extra fuel and knock out the tall fuel tanks that can destroy the stealth bomber. Also, level all the tall structures in order to eliminate hazards to the stealth.



- F-117 Stealth (1)
- Troop Bridges (8)
- Drug Fields (13)

- Patriots (8)
- Fuel Depot (9)
- Nuclear Missiles (5)

Key

Mission 6: Nuke Missiles



You'll earn your stripes in this mission. First off, you'll need the stealth to wipe out these build-

ings. You can smash into the buildings, however, and be destroyed, so the best tactic is to launch hydras from a distance and never venture too close to the structures. After destroying the buildings, return to the chopper and pick up the nuclear materials.



Super NES

Face Off
with the

Justice League

General Strategy

Every fighter in the game can tap \rightarrow , \rightarrow or \leftarrow , \leftarrow to dash forward or backward. Use this dash to go through projectiles.



Superman

Profile

True Identity: Clark Kent

Height: 6'3"

Weight: 225 lbs.

Powers/Skills: Super strength, flying ability, heat vision, freeze breath

Bio: Clark Kent, a reporter for The Daily Planet, is really a superbeing from the planet Krypton. As Superman, he is dedicated to upholding "truth, justice, and the American way."

SPECIAL MOVES

Heat Vision



Motion \downarrow \rightarrow any punch



Motion \downarrow \leftarrow any kick. To perform a dive attack while hovering, tap any Punch button.

Thrust Punch



Motion \leftarrow \downarrow \rightarrow any kick

Task Force

A strategy guide where justice is served.

By Bruised Lee

Freeze Breath



Motion \rightarrow \downarrow \leftarrow any punch

GRAB MOVES

Grab and Punch



When in close, tap Medium Punch or Heavy Punch

Body Slam



When in close, tap Medium Kick or Heavy Kick

Batman

Profile

True Identity: Bruce Wayne

Height: 6'2"

Weight: 210 lbs.

Powers/Skills: Martial arts master, detective, and inventor of specialized weaponry

Bio: The "Dark Knight" has dedicated his life to fighting crime in Gotham City. Batman uses his virtually unlimited resources to solve some of the city's worst cases.

Justice League Task Force

(By Acclaim)



Darkseid, the evil alien emperor, has attacked Earth. Only the Justice League Task Force stands in the way of his nefarious plan to rule the universe. To carry out his evil scheme, Darkseid must pit the Justice League superheroes against one another. Take the controls of Superman, Batman, Wonder Woman, Green Arrow, The Flash, and Aquaman. If you defeat every member of the Justice League, you take on the ultimate evil, Despero.



\$59.99
20 maps
Fighting
2 players

Side view
Multicasting
Unlimited outspurs

Controller Legend

Kicks:

Button B = Light Kick

Button A = Med. Kick

Button R = Heavy Kick

Punches:

Button Y = Light Punch

Button X = Med. Punch

Button L = Heavy Punch

\uparrow = Up

\nearrow = Up-Toward

\rightarrow = Toward

\searrow = Down-Toward

\downarrow = Down

\swarrow = Down-Away

\leftarrow = Away

\nwarrow = Up-Away

Motion = Move the directional pad in one smooth, continuous motion.

Tap = Tap the buttons or directions indicated in sequence.

Charge = Hold the direction or button indicated for the number of seconds indicated.

() = Simultaneously execute commands in parentheses.

Special Note: All instructions assume that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



SPECIAL MOVES

Batarang Throw



Motion ↓ ↘ → any punch

Glide Kick



Motion ↓ ← ← any kick

Spinning Side Kick



Motion ← ↓ ↓ ↘ → any kick
Note: This move can deliver two hits.

Smoke Bomb Drop Kick



Motion → ↘ ↓ ↓ ← any kick

GRAB MOVES

Head Butt



When in close, tap Medium Punch or Heavy Punch

Flip Kick



When in close, tap Medium Kick or Heavy Kick

Wonder Woman

Profile

True Identity: Greek Princess Diana

Height: 5'11"

Weight: 135 lbs.

Powers/Skills: Superhuman strength and speed, flying ability, hand-to-hand combat training, and a magical lasso

Bio: Wonder Woman is an Amazon warrior princess and an Amazonian ambassador. She preaches the power of peace.

SPECIAL MOVES

Hover



Motion ↓ ← ← any kick. To perform a dive attack, press any Kick button while hovering.

Wrist Guard Reflect



Motion ↓ ← ← any punch
Note: This move can reflect incoming projectiles.

Magic Lasso



Motion ↓ ↘ → any punch

Note: After this move, Wonder Woman can automatically deliver two kicks.

Springing Flip Kick



Motion ↓ ↘ → any kick

GRAB MOVES

Flip Over Throw



When in close, tap Medium Punch or Heavy Punch

Air Slam



When in close, tap Medium Kick or Heavy Kick

FLASH

Profile

True Identity: Wally West

Height: 6'0"

Weight: 175 lbs.

Powers/Skills: Superhuman speed allows him to manipulate time and physics to confound his opponents.

Bio: The Flash gained super speed in a freak accident while visiting his idol, the original Flash. He took over as The Flash when his idol died.

SPECIAL MOVES

Tornado Blast



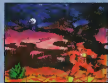
Motion ↓ ↘ → any punch

Dashing Uppercut



Motion → ↓ ↘ → any punch

Quick Dash



Motion → ↘ ↓ ← ← any kick

Speed Punches



Rapidly tap any Punch button

GRAB MOVES**Wild Throw**

When in close, tap Medium Punch or Heavy Punch

Flip Throw

When in close, tap Medium Kick or Heavy Kick

**Profile**

True Identity: Arthur Curry

Height: 6'1"

Weight: 375 lbs.

Powers/Skills: Superhuman speed on land or sea and the ability to use water as a fearsome weapon

Bio: Born in the undersea world of Atlantis, Aquaman was adopted by a lighthouse keeper and later became a founding member of the Justice League.

SPECIAL MOVES**Water Blast**

Motion ↓ → any punch

Spinning Uppercut

Motion ← ↓ → any punch

Leaping Slam Punch

Motion → ↓ → any punch

Slide Kick

Motion ← ↓ → any kick

GRAB MOVES**Body Throw**

When in close, tap Medium Punch or Heavy Punch

Ground Slam

When in close, tap Medium Kick or Heavy Kick

GREEN ARROW**Profile**

True Identity: Oliver Queen

Height: 5'11"

Weight: 178 lbs.

Powers/Skills: The world's greatest archer and a fierce hand-to-hand combatant, Green Arrow has mastered every way to use an arrow.

Bio: Oliver began life as a pampered millionaire, but eventually chose a career in crimefighting. Green Arrow defends the weak and oppressed in Seattle.

SPECIAL MOVES**Flame Arrow**

Motion ↓ → any punch

Jumping Arrow

Motion ↓ ← any punch

Ice Arrow

Motion ↓ → any kick

Jumping Down Arrow

Motion ↓ ← any kick

GRAB MOVES**Grab and Punch**

When in close, tap Medium Punch or Heavy Punch

Shoulder Throw

When in close, tap Medium Kick or Heavy Kick

CHEETAH**Villain Profile**

True Identity: Barbara Ann Minerva

Height: 5'9"

Weight: 120 lbs.

Powers/Skills: Superhuman strength and agility; razor-sharp claws

Bio: Barbara Ann was once an important though ruthless archaeologist and treasure hunter. On an African expedition, she drank a potion that transformed her into the Cheetah.



SPECIAL MOVES

Jumping Claw Uppercut



Motion → ↓ ↘ → any punch

Gliding Claw Slash



Motion ← ↙ ↓ ↘ any kick

Rolling Claw Slash



Motion ↓ ↙ ← any punch

GRAB MOVES

Ground Slash



When in close, tap Medium Punch or Heavy Punch

Neck Slash



When in close, tap Medium Kick or Heavy Kick

Despero

Villain Profile

True Identity: None

Height: 8'5"

Weight: 450 lbs.

Powers/Skills: Brute strength, psycho-kinetic powers, blasts from mutant third eye

Bio: A frequent opponent of the Justice League, Despero the Conqueror is the last of a race of telepaths. He was once the iron-handed ruler of the planet Kalanor, a planet all but destroyed by nuclear wars.

SPECIAL MOVES

Eye Blast



Motion ↓ ↘ → any punch

Leaping Kick



Motion ↓ ↙ ← any kick

Leaping Fin Thrust



Motion → ↓ ↘ → any punch

GRAB MOVES

Shoulder Toss



When in close, tap Medium Punch or Heavy Punch

Back Breaker



When in close, tap Medium Kick or Heavy Kick

Darkseid

Villain Profile

True Identity: None

Height: 7'6"

Weight: 515 lbs.

Powers/Skills: Super strength, a burning stare, and the ability to teleport

Bio: This deadly character betrayed his uncle, banished his own wife and son, and murdered his mother in order to rule his home planet of Apokolips. Darkseid has been known to spare vanquished foes who have fought well.

SPECIAL MOVES

Eye Blast



Motion ↓ ↘ → any punch

Sliding Backhand



Motion ← ↙ ↓ ↘ → any punch

Jumping Head Stomp



Motion ← ↙ ↓ ↘ → any kick

Leaping Knee Kick



Motion → ↓ ↘ → any kick

GRAB MOVES

Hip Toss



When in close, tap Medium Punch or Heavy Punch

Knee Bash



When in close, tap Medium Kick or Heavy Kick



Gex Education for 3D0 Users

Everything you always wanted to know about Gex,
but were afraid to ask!

By Tommy Glide



Instead, get a running start and jump to the ledge above to find a 1-up fly. Lashing the fly with your tail only increases your health meter if you've taken damage. You need to eat it to make the 1-up count.



This warp takes you to a bonus game where you must whip the bouncing skulls into the Frankenstein Monsters. Hit enough, and you'll collect 1-ups!



If you hit the switch properly, a bridge appears over the acid pit, as does another 1-up and the exit warp.

Frankie & Heli



Follow this path to reach the game's first warp.



Collect all the golden flies in this area, but don't enter the warp right away.



Before you reach the remote control, look for the platforms that lead across the top of the level.



There's a warp at the last platform.

Grave Danger



Near the beginning of this level, move across the green platforms. On the fourth, a warp opens up.



Hit the projectors to open the doors and then climb up. When you reach the ceiling, go to the left to find a little room with a projector and a 1-up. Hit the projector to turn it purple and then return to the right.

Tomato Soup



To find new areas, search underneath the crumbling ground.





Near the middle of the level, you find a deep pit with a power-up at the bottom that gives you added health.



The warp brings you back to the top of the pit.



When you reach the area where you can climb sideways, go to the top and flick the camera to turn it purple. This opens up a hidden passage that leads to more gold coins and a health power-up.



Ride on the top of this guillemot, then jump and cling to the surface above it.



To enter the warp, crawl to the left and drop onto the platform.



Once in the warp zone, climb to the right and walk past the spikes. You won't be harmed.



You'll fall into a secret room with two 1-ups.



When you exit the warp, climb down on this block to grab another 1-up.



After you reach the remote, continue until you see this gate, then head down and to the left.



A warp opens that leads to a bonus game.



To save your game, grab the videocassette just before the exit.

Disco Inferno



At the very beginning of this level, break the bricks and head down.



There's a 1-up at the bottom, but along the way you'll also see an ice power-up.



When you see the stack of coffins, climb down the side and enter the warp.



After entering the warp zone, hit the camera to open the passage to the left. It leads to a room with two 1-ups and a speed power-up.



As you cross the slime pit, knock out the bricks to make the ice power-up fall.



Climb into the hole that the ice power-up fell from and eat the limited invincibility power-up. Once the power-up is activated, jump into the slime just below the torch!



Gex

(By Crystal Dynamics)



Gex is one leaping lizard who really puts the FunFactor back into platform action.

As Gex, you've been sucked into a television world by the evil Rez, who wants to make you the mascot for his network. You must escape Rez's weird realm by collecting remote controls in levels based on carry television genres.

Beginning with the Cemetery World (based on bed horror shows), you journey through Cartoon World, Jungle World, Kung Fu World, and finally Rez's nerve center. After completing all the levels in each world, Gex must defeat a boss to gain access to the first level of the next world.

Genres	Enemies	Controls	Full Screen	Options
1-3	1-3	1-3	1-3	1-3

\$59.95
CD
Adventure
1 player

Side view
Multiscrolling
3 save slots



Because you're invincible, you won't take any damage when you jump into the slime. Instead, you fall into a hidden area where you can't see Gex. Move up, and you reappear in this little room with two 1-ups.



Don't miss the World Remote on this level. You'll need it to enter the Cartoon World later.

Sit'-N'-Puke



Run to stay in the middle of this screen. When the skulls rise above this boss's head, jump up and whip her with your tail.



After several hits, this boss spits green stuff at you. Avoid it and hit her several more times.



When you finish her, she coughs up the remote to the first level of the Cartoon World.



Spring off the couches to collect golden flies. If you fall between the couches, you'll be sucked out of the stage. When you do exit, continue to rapidly tap Up to re-enter this area. All the flies will be replenished, and you won't have to climb all the way around again to get back in. You can repeat this trick until you have as many lives as you need.



one to the left and jump on the pink block.



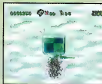
The block carries you to a golden-fly arrow. Step off the block and fall directly under the arrow.



You'll land on a block with a warp that brings you to a bonus game!



To win extra men, fly up the walls and collect as many flies as possible within the time limit.



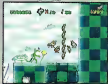
After you've completed the bonus round, crawl underneath the same block to find another warp. Press Button C to drop off, then rapidly tap Up to enter the warp.

Continue to move up until you get the remote control. The exit is just a little further ahead.

Pow!



Look for these yellow power-ups—they give you the ability to spit lightning!



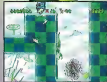
To find passageways and power-ups, break through these blocks that are disguised as backgrounds.

Twin Towers



When you reach these two swinging obstacles, climb the outside

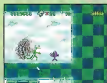




Find this warp just below the instant camera and enter it.



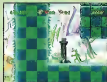
The warp drops you into an area with two more warps. Enter the one on the right. But first, go through the wall to the right to find a hidden room. On the platform you'll find a warp to the bonus game.



The warp on the right leads to a small room. Hit the movie camera with your tail until it turns purple, then re-enter the warp.



This warp leads back to where you started (by the instant camera), but a trap door has opened. Follow this new passage to reach the World Remote.



Don't miss the videocassette save point on this level!



Before exiting the level, get the 1-up over in the corner.

Rock It!



When you reach the third rocket crossing, head down.



At the bottom is a warp that leads to a bonus game.



Continue to move to the right, and you'll run into the remote.



Get the 1-up before exiting.

The Flatulator



The Flatulator boss first starts to fly back and forth into the walls (usually three times). To avoid him, stay in the middle and jump over him.



As soon as he takes to the air, quickly climb the ceiling and use your tail whip to release the anvils.



When the anvils appear in the upper corners, the boss will ram the walls again. Jump down, avoid the boss, then climb up again as soon as he begins to fly. Repeat this process.



After about 12 hits with the anvil, you'll beat the Flatulator, and he'll produce the remote.



Jungle Isle



Feeding Frenzy



At the first water obstacle in this level, use the flying fish to jump and spring onto the platform. Jump to the platform on the right to collect the 1-up.



New traps like these hidden spikes abound in the jungle level, so proceed with caution.



Stay on the raft, but jump off for the two remotes.



The remotes appear one immediately after the other.



Carefully swim underneath this section to collect a 1-up and the videocassette save point.

Congo Chaos



Once you pass this block, a booby trap makes the level scroll at a rapid pace.



You need to maneuver through quickly and smash the blocks along the way.



Fall down these long passages. Climbing down the walls takes too long, and you'll be trapped.



This warp zone brings you to a bonus game.



In the bonus game, you must catch flies that come down the waterfall. More than 20 earns you extra lives.



As you near the end of the level, look for this 1-up.



Carefully navigate these tunnels and use the Run button to burst past these spikes.

Jungle Gym



As you advance up this wall, you can determine from which hole the serpent will emerge by the glow of his eyes.



Stick to the walls to keep from falling. The only way to advance is jumping from platform to platform. The holes prevent you from climbing straight up.



Once you reach the top, grab the remote and quickly flick the pile of rocks in the center. The avalanche buries the serpent.



Sumo City



Whip the sumo wrestlers, then use their stomachs as a trampoline.



Enter this warp near the beginning of the level.



You'll enter a room with two 1-ups.



When you reach this spot between the roofs, jump over and whack the lightning boy. You'll be automatically sucked into a warp.



Explore this room carefully to collect the three 1-ups.



Head down when you find this save point.



Move to the right, and you'll find this 1-up. Move to the left, and you'll find health and invincibility power-ups.



Climb the firecrackers to the roof, then flick the camera switch.



Drop off the roof, and you'll find a hidden area below that contains two 1-ups.

Fish Bait



Most of this level takes place underwater. Explore these little areas in the beginning to find power-ups.



You'll need the extra energy to swim through tough spike-lined corridors like this one.



Avoid the squids. You can't defeat them with tail whips, but you can bounce on them.



Look carefully for the World Remote in this level.





If you enter the water when it turns green, you take damage.

Chop Chop



Locate this warp and enter it to move to a sublevel.



Don't let these drums bounce you into the spikes. Use your tail spring to avoid hitting them.



This level is riddled with obstacles, but the path is straight and you'll run right into the remote. Use your tail spring to take out this samurai gecko and get the remote.



Just after you get the remote, head down the long hole.



The passage underneath leads to another warp.



Enter the warp, then quickly move across the firecrackers and sinking blocks. If you make it, you'll find two 1-ups.



After passing the next series of sinking platforms, quickly jump to the higher ledge.



You'll find a room with a 1-up.

Toxic Turtle



The turtle's pattern is simple. Avoid him and cling to the wall when he starts to spit. First he spits high, then low. Next, one projectile goes high and the other low.



Just after Toxic makes this waddle motion, he moves in.



Whack his shell with your tail and hit him so his shell breaks apart. You'll notice he gets bigger each time you do this.



After ten hits or so, he explodes. Get his remote!



Now that you've successfully completed all four worlds, this remote gives you access to Raz's Lair!

Rez Knight Fever



Don't miss this lightning power-up at the beginning of the level.



GREAT THE ONE



Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)



Wayne Gretzky



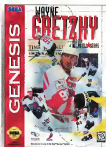
GREAT

FEATURES

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- Over 600 NHLPA players and their stats.
- Two gameplay modes: Arcade and Simulation
- Instant "Just Play" option
- Battery backup saves your season and tournament stats

GREAT

GRAPHICS



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for SEGA
GENESIS™

Win
a Chance to
Meet
Wayne Gretzky!
See package for details



This official and in your possession the document contains the game's early statistics of 1994-95. Any games and statistics recorded after this date will not be included in the game's statistics.

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See your local Retailer for details



TIME WARNER
INTERACTIVE



The long spears of these knights make them hard targets. Don't confront them head-on. Instead, avoid them altogether or drop on them from above.



After being launched out of this tunnel, quickly cling to the wall. Move up and break the blocks to reach the exit.



Grab the remote with your tail as you pass it.



Follow the path to the exit. Be careful - that last step is a doozy.



Whip these bubbles to make your path easier to cross.

On the Move



At the very beginning, break the brick that blocks this passage and follow it down.



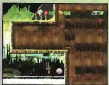
Choose this tunnel with the lightning power-up in front of it.



Collect golden flies and move to the right to find a 1-up.



Keep moving up until you find this save point and the remote.



When you jump to the right shortly after the second save point, climb underneath the ledge to find this 1-up.



Hit this camera switch before you enter the tunnel. It opens the door that gets you closer to the exit.



To spring to the next wall, you must bounce off these bubbles with your tail.

Rex's Lair



Cross these boxes to reach the pod.



Whip the pod on the wall, then eat the power-up that gives you one shot at Rex.



Once you've taken your shot, quickly cross to the other wall and get the next power-up pod. The pods alternate from side to side.



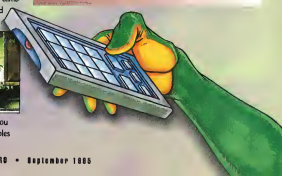
Avoid Rex's obstacles, such as these lightning balls, by standing between them. You'll have to hit Rex a good five or six times to defeat him!



When you defeat Rex, you're restored to your chair...



...to kick back and watch the closing credits!



SCARY LARRY'S ADVENTURES

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ATTENTION GAMERS...

If you have the skill to get through Scary Larry's Haunted Mansion alive, you can be eligible for the Top o' the Tombstone ...Beware, it's scary and only the best gamers should try it.

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FATAL FURY 3

ROAD TO THE FINAL VICTORY

ARCADE

Fatal Fury 3 has arrived in the arcades! Although the game has fewer fighters, each is loaded with special and hidden moves – even some fake outs.

By Major Mike

The Lone Wolves Are Back



LINE OF PLAY

Background



To move to the background, simultaneously tap (WK SP).

Foreground



To move to the foreground, simultaneously tap (WP WK).

Knocked out of the Screen



Some stages let you knock your opponent off the screen or smash them into the background. From the back or front line, just hit them with a Strong Punch or Kick in the deciding round.

CIRCLING AROUND



To circle around your enemy for a surprise attack, first move to the foreground or background. Then tap →, → to dash toward your opponent. When you're opposite your opponent, you can quickly come back to the middle with a move or you can let the computer automatically move you back in. Coming in with a special move or a throw is most effective.



This time, only ten fighters make up the lineup

In a One-Player Game...

Where To?



Chart your progress across South Town

Accident



After the fourth fight, get ready for a fighter you'll run into later!

Blast from the Past



Get to Geese Howard with Andy, Terry, or Joa, and an old foe will greet you.



FAKING MOVES

Fighters can fake special moves to confuse opponents

Mai Shiranui's Fake Musasabi Mai



While in the air, hold ↓ (WK WP)

Terry Bogard's Fake Burning Knuckles



Motion ↓ ← ← (WK SK)

OTHER FAKE MOVES

Terry Bogard

Fake Power Wave
Motion ↓ → ← (WK SK)

Fake Crack Shoot
Motion ↓ ← ← (WP SP)

Andy Bogard

Fake Hi Sho Ken
Motion ↓ ← ← (WK SK)

Fake Special Reppandan
Charge ↓ for two seconds, motion → → (WP SP)

Fake Sho Ryu Dan
Motion → ↓ ↓ (WK SK)

Joe Higashi

Fake Hurricane Upper
Motion ← ← ↓ → → (WK SK)

Franco Bash

Fake Double Kong
Motion ↓ ← ← (WK SK)

Hon Fu

Fake Sky of Fire
Motion → ↓ → (WK SK)



Controller Legend



↑ = Up
↙ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↘ = Down-Away
← = Away
↖ = Up-Away

WP = Weak Punch
WK = Weak Kick
SP = Strong Punch
SK = Strong Kick

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

[] = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



WP = Weak Punch



WK = Weak Kick



SP = Strong Punch



SK = Strong Kick

Fatal Fury 3: Road to the Final Victory

(By SNK)

NOT RATED

They're back! The eagerly awaited fourth installment of the Bogard saga has fewer fighters, but it compensates with a new method of fighting and awesome special moves and animations.



Price not available
256 megs
Fighting

2 players
12 stages
Side view

GEESE HOWARD



Power Move

Note: You can perform this move only when your life bar flashes red.

Lightning Storm



Motion $\leftarrow \rightarrow \downarrow \downarrow \leftarrow \rightarrow$
(SP SK)



SPECIAL MOVES

Reppu Ken



Motion $\downarrow \rightarrow$ WP

Double Reppu Ken



Motion $\downarrow \rightarrow$ SP

Knockdown Blow



Motion $\leftarrow \downarrow \rightarrow$ WK or SK

Note: The Knockdown Blow works best as a counter move.

Mars Masher



Charge \leftarrow for one second, tap \rightarrow , WK or SK

Shipper Ken



While in the air, motion $\downarrow \leftarrow$ WP or SP

Face Claw



Jump \rightarrow , SP

Quick Two-Kick



Tap SK, SK



Three-Hit Punch Fury



Tap SP, SP



HON FU



SPECIAL MOVES

Nine Dragon Drabbing



While blocking, tap \rightarrow , WK or SK

Sky of Fire



Motion $\rightarrow \downarrow$ WP or SP

Heavenly Lightning



Motion $\downarrow \leftarrow \rightarrow$ WK or SK

Lightning Jumper



Charge \leftarrow for one second, tap \rightarrow , WK or SK

Storm Gadenza



Motion $\downarrow \leftarrow \rightarrow$
(WK SK)

Five-Hit Seal It with a Kick



Tap SP, SP, SP, SP, SK



SOKAKU MOCHIZUKI



Ikezuchi



Motion → ↘ ↓ ↘
(SP SK)

Makibishi Washer



Motion ↓ ↘ → WP

Evil One Bop



Motion ← ← ↓ ↘ → SP

Flames of Doom



Motion ↓ ← ← WK

Wild Monkey Slash



Motion ↓ ↘ ← SK

Possession Blast



Tap →, ←, →, SK

Lightning Strike



Motion → ↓ ↘ SK

Dance of Demons



Rapidly tap SK

Demon Pile Driver



When in close, motion a full circle steering clockwise, tap SP

Four-Hit Spin Kick



Tap WK, SK, ↘, SK (hold ↓ and tap D repeatedly)

Stunning Demon Blast



Hold ←, SK, then hold ↓ and tap SK rapidly. While opponent is stunned, tap ←, →, ←, SK



FRANCO BASH



Armageddon Buster



Motion → ↘ ↓ ↘ ←
(SP SK)



SPECIAL MOVES

Double Kong



Motion ↓ ← ← WP or SP

Tavioe Blow



Motion ← ← ↓ ↘ → WP or SP

Power Bicycle



Motion ↓ ↘ → WK or SK

Four-Hit Punching Barrage



Tap SP, SP, SP, SK

JOE
HIGASHI

PowerMove

Note: You can perform this move only when your life bar flashes red.

Screw Upper



Motion → ← ↓ ↓
(SP SK)

SPECIAL MOVES

Slash Kick



Charge ← for one second,
tap →, WK or SK

Golden Heel Blast



Motion ↓ ← WK or SK

Tiger Kick



Motion ↓ → WK or SK

Hurricane Upper



Motion ← ← ↓ ↓ → WP
or SP

Three-Hit Quick Kick



Tap WK, SK, SK

ANDY
BOGARD

PowerMove

Note: You can perform this move only when your life bar flashes red.

Special Reppandan



Charge ↓ for two seconds,
motion → (SP SK)

Six-Hit Punch into Roundhouse



Tap WP, SP, SP, SP, SP, SK

SPECIAL MOVES

Zan Ei Ken



Motion ← → WP or SP

Shiranui Spider Squeeze



When in close, charge ↓
for one second, tap ↑, SK

Shiranui Spirit Crunch



While in the air, motion ↓
→, SK

Sho Ryu Dan



Motion → ↓ → WP or SP

Hi Sho Ken



Motion ↓ ← WP or SP

Four-Hit Kick into Backhand



Tap WK, WK, WK, →, SP



TERRY BOGARD



Four-Hit Rabbit Kick



Tap WP, VK, SK

SPECIAL MOVES

Burning Knuckle



Motion ↓ ↘ WP or SP

Power Dunk



Motion → ↓ ↘ WK or SK

Crack Shoot



Motion ↓ ↘ WK or SK

Power Wave



Motion ↓ ↘ WP or SP

Uppercut



Hold ↘, SP

BLUE MARY



Power Move

Note: You can perform this move only when your life bar flashes red.

Typhoon



Charge ↘ for two seconds, motion ↓ ↘ ↘ (WK, SK)

SPECIAL MOVES

Spin Fall



Motion ↓ ↘ ↘ WP

Spatcher



Motion → ↓ ↘ SK

Note: This move is only effective when an opponent jumps at you. On the ground, Franco is the only fighter it works on.

Spider



Motion ↓ ↘ ↘ SP

Straight Slicer



Charge ← for one second, tap →, WK

Vertical Arrow



Motion → ↓ ↘ WK

Club Crunch



Charge ← for one second, tap →, SK

Four-Hit Punctuate with Slam



Tap WP, →, SP, SP, SP, motion → ↓ ↘ SK

MAI SHIRANUI



Power Move

Note: You can perform this move only when your life bar flashes red.

Special! Deadly
Ninja Bees



Motion → ↘ → (SP SK)

Jump Kick Swan Dive



Jump in with SK, hold ↓, tap (WK SP)

Four-Hit Thrasher



Tap SP, SP, SP, SK

SPECIAL MOVES

Kacho Sen



Motion ↓ ↘ → WP or SP

Ryu En Bu



Motion ↓ ↘ ← WP or SP

Sun Flash Flamenco



Tap ↓, ↓, (WP WK SP)

Deadly Ninja Bees



Motion ← ↘ ↓ ↘ → SP

Musasabi Mai



While in the air, hold ↓,
tap (WK SP) or (SP SK)

Tail Swat



Hold ←, tap SK

FATAL FURY 3

ROAD TO THE FINAL VICTORY

BOB WILSON



Power Move

Note: You can perform this move only when your life bar flashes red.

Dangerous Wolf



Tap ↓, ↓, ↓, (WK SP SK)

Bull's Horn



Charge ↓ for one second,
tap ↑, WK or SK

SPECIAL MOVES

Rolling Turtle



(WP SP) or (WK SK)

Wild Wolf



Charge → for one second,
tap ←, WK or SK

Five-Hit Hand-Over-Fist Combo



Tap WP, WK, SP, SP, SK



ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?
WELL-DONE? LIGHTLY CHARRED? EXTRA-CRISPY?
WELL, BEFORE YOU ROAST 'EM, YOU GOTTA GET TO BLOCKBUSTER.
WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND.
COME ON IN, GET THE GAMES AND START COOKIN'.

THE SOURCE



BEHIND THE FORCE.

Arcade

ARE YOU PREPARED FOR



LEARN IMMORTAL KOMBOS AND FATALITIES FOR EACH FIGHTER

By Bruised Leo

(Special thanks to "XBen," Brian L. Smolik, John George, and Eric Bunch)

Mortal Kombat 3

(By Midway)

NOT
RATED

The Outworld just isn't enough for Shao Kahn. Now he wants to re-decorate Earth and strip it of human life, claiming every soul as his own. But there are souls that Kahn cannot own: the warriors chosen to represent Earth in a new Mortal Kombat. Prepare yourself for the final battle with this strategy guide.



Cole
Available now
Fighting

2 players
Side view
Passwords

(Special thanks to Adam and Mike at
Golfand USA in Sunnyvale, California;
408/245-8434)

Golfand.
ENTERTAINMENT CENTERS

FATALITY

This list of finishing moves covers most of the characters and includes some Babality and Friendship moves. To do a Babality or Friendship, don't use the Block button on the deciding round.

To perform an Animality, you must be on the third round and perform a Mercy. To perform a Mercy, hold RN, tap ↓, ↓, ↓, then release RN.

Cyrax

Finishing Moves

Helicopter

Tap ↓, ↓, ↑, ↓, HP

Pit

Tap RN, BL, RN

Animality

When in close, tap ↑, ↑, ↓, ↓

Friendship

Tap RN, RN, RN, ↑

Jax

Finishing Move

Stomp

When far away, tap RN, BL, RN, RN, LK

Friendship

Tap LK, RN, RN, LK

Babality

Tap ↓, ↓, ↓, LK

Kabal

Finishing Moves

Head Inflation

Tap ↓, ↓, ←, →, BL (stand half a screen's distance away)

Pit

Tap BL, BL, BL, HK

Animality

When in close, hold HP, tap →, ↓, ↓, →, release HP

Face of Death

When in close, tap RN, BL, BL, BL, HK

Babality

Tap RN, RN, LK

Kano

Finishing Move

Skull Rip

When in close, hold LP, →, ↓, ↓, →, release LP

Friendship

Tap LK, RN, RN, HK

Controller Legend



↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

HP = High Punch

LP = Low Punch

BL = Block

HK = High Kick

LK = Low Kick

RN = Run

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Kung Lao

Finishing Move

Death Spin

When far away, tap (RN BL), (RN BL), ↓

Animality

When in close, tap RN, RN, RN, RN, BL

Liu Kang

Finishing Moves

Flame Engulf

Tap →, →, ↓, ↓, LK

Mortal Drop

Tap ↑, ↓, ↑, ↑, (RN BL)

Animality

From sweep distance, tap ↓, ↓, ↓, ↑

Babality

Tap ↓, ↓, HK

Friendship

Tap RN, RN, RN, RN, ↓

Nightwolf

Finishing Moves

Lightning Axe

Tap ←, ←, ↓, HP (stand half a screen's distance away)

Pit

Tap RN, RN, RN, BL

Animality

When in close, tap →, ↓, ↓, ↓

Friendship

Tap RN, RN, RN, RN, ↓

Sektor

Finishing Moves

Flamethrower

Tap →, →, ↓, ←, BL (stand half a screen's distance away)

Pit

Tap ↓, ↓, ↓, RN

Animality

When in close, tap →, →, ↓, ↑

Friendship

Tap RN, RN, RN, RN, ↓

Sheeva

Finishing Moves

Skin Rip

When in close, hold HK, tap →, ←, →, →, release HK

Pit

Tap ↓, →, ↓, ↓, LP

Animality

Tap RN, BL, BL, BL, BL

Babality

Tap ↓, ↓, ↓, ↓, ←, HK

Sindel

Finishing Moves

Death Scream

When in close, tap RN, RN, BL, BL, (RN BL)

Hair of Death

From sweep distance, tap RN, RN, BL, RN, BL

Pit

Tap ↓, ↓, ↓, ↓, ↓, LP

Babality

Tap RN, RN, RN, ↑

Friendship

Tap RN, RN, RN, RN, RN, ↑

Sonya

Finishing Move

Pit

Tap →, →, ↓, HP

Stryker

Finishing Moves

Explode

When in close, tap ↓, ↓, ↓, ↓, BL

Shocker

From far away, tap →, →, →, LK

Animality

From sweep distance, tap RN, RN, RN, RN, BL

Sub-Zero

Finishing Move

Ice Breaker

When in close, tap BL, BL, RN, BL, RN

Babality

Tap ↓, ←, ←, HK

Friendship

Tap LK, RN, RN, ↑

Animality

When in close, tap ↑, ↑, ↑, ↑

Shang Tsung

Finishing Move

Spikes

When in close, hold LP, tap ↓, →, ↓, ↓, release LP

Babality

Tap RN, RN, RN, LK

Friendship

Tap LK, RN, RN, ↓

CYRAX

Green Net



Tap ←, ←, LK

Teleport



Tap →, ↓, BL

SPECIAL MOVES

Close Bomb



Hold LK, tap ←, ←, HK

Far Bomb



Hold LK, tap →, →, HK

Air Throw



Tap ↓, ↓, BL. When in close, tap (← LP) or (→ LP).
Note: Your opponent must be in the air.

Combo

In-Close Combo:

6-Hit (30% Damage)

Tap HP twice, HK, HP, HK, (← HK)

Double Throw Combo: 2-Hit (40% Damage)



When in close, tap →, LP for Cyrax's Pile Driver.



When your opponent bounces off the ground from the Pile Driver, tap ↓, →, BL. When in close, tap (← LP) or (→ LP) for the second throw.



JAX

Single Missile



Tap ←, →, HP

Double Missile



Tap →, →, ←, ←, HP

SPECIAL MOVES

Bionic Rush



Tap →, →, HK

Gotcha Grab



Tap →, →, LP

Ground Slam



Charge LK for three seconds, release LK

Back Breaker



While in the air, hold BL

Combos

In-Close Combo: 5-Hit (24% Damage)

Tap HP twice, BL, LP, (← HP)

Corner Juggle Combo:

7-Hit (33% Damage)

Tap HP twice, BL, LP, (← HP). When standing, tap LP, →, →, HK

KABAL

Fireball



Tap ←, ←, HP

Note: You can perform this move in the air.

SPECIAL MOVES

Web Spin



Tap ←, →, LK

Ground Saw



Tap ←, ←, ←, RN

Combos

In-Close Combo:

6-Hit (37% Damage)

Tap LK twice, HP twice, HK, (← HK)

In-Close Juggle Combo: 9-Hit (45% Damage)



Do a deep jump kick



Tap ←, →, LK



Tap LK twice



Tap HP twice



Tap (↓ HP)



Jump kick



Tap →, →, HP while still in the air

KATO

Spinning Ball



Charge LK for three seconds, release LK

Blade Toss



Motion ↓ ← ← HP

Blade Swipe



Motion ↓ → → HP

Grab and Shake



Motion ← ← ↓ ↓ → → LP

Air Throw



Hold BL while in the air

SPECIAL MOVES

Combos

In-Close Combo: 5-Hit (26% Damage)

Tap HP twice, HK, LK, (← HK)

In-Close Air Juggle Combo: 7-Hit (40% Damage)

Tap HP twice, (↓ LP), (↓ HP). Hold LK and walk in with HP. Jump kick, then release LK.

KUNG LAO

SPECIAL MOVES

Hat Throw



Tap ←, →, LP

Teleport



Tap ↓, ↑

Spinning Shield



Tap ↓, →, RN

Air Diving Kick



Tap (↓ HK) while in the air.

Combos

Spinning Shield Combo:

4-Hit (44% Damage)

Tap →, ↓, →, RN. Run in with HP and jump kick. Tap (↓ HK) while in the air.

In-Close Combo:

7-Hit (34% Damage)

Tap HP, LP, LP, HP, LP, LK twice, (← HK)

NIGHTWOLF

SPECIAL MOVES

Arrow Attack



Motion ↓ ← LP

Hatchet Uppercut



Motion ↓ ↘ HP

Shadow Charge



Tap →, →, LK

Chest Reflect



Tap ←, ←, HK. Note: This move will reflect projectiles.

Combos

In-Close Combo:

3-Hit (19% Damage)



Tap HK, HK, (← HK)

In-Close Double-Hatchet-Uppercut Combo: 7-Hit (42% Damage)



Tap LK



Tap HP twice



Tap LP



Motion ↓ ↘ HP



Walk in close and motion ↓ → HP



Jump kick

LIV KANG

SPECIAL MOVES

Air Fireball



Tap →, →, HP while in the air

High Fireball



Tap →, →, HP

Low Fireball



Tap →, →, LP

Flying Kick



Tap →, →, HK

Bicycle Kick



Charge LK for three seconds, release LK

Combos

In-Close Combo:

7-Hit (36% Damage)

Tap HP twice, BL, LK twice, HK, (← LK)

Combos

Jump Kick Combo: 3-Hit (20% Damage)



Jump kick



Tap →, →, HP



Tap →, →, HK

Jump Kick Combo: 3-Hit (24% Damage)



Hold down LK, then jump kick



Run in with LP



Release LK

SEKTOR

Missile



Tap →, →, LP

SPECIAL MOVES

Seeking Missile



Motion ↓ ↙ ← HP

Teleport Uppercut



Tap →, →, LK

Combos

In-Close Combo:

5-Hit (26% Damage)

Tap HP twice, HK twice,
(← HK)

Deep-Kick Juggle

Combo: 4-Hit

(31% Damage)

Jump in with a deep kick,
tap →, →, LK, HP, jump kick

Seeking-Missile Juggle

Combo: 4-Hit

(40% Damage)

Motion ↓ ↙ ← HP, tap →,
→, LK, LP, →, →, LPNote: You must be far away to
start this combo.

SHEEVA

Teleport Stamp



Tap ↓, ↑

Ground Stamp



Tap ←, ↓, ←, HK

Fireball



Motion ↓ ↘ → HP

SPECIAL MOVES

Combos

In-Close Combo:

7-Hit (42% Damage)

Tap HP twice, LP, HK twice,
LK (← HK)

In-Close Fireball Combo:

6-Hit (36% Damage)

Tap HP twice, LP, (→ HP),
HP, motion ↓ ↘ → HP

SINDEL

Wave Scream



Tap →, →, →, HP

Float



Tap ←, ←, →, HK

Fireball



Tap →, →, LP

Air Fireball

Motion ↓ ↘ LP while
jumping

Floating Fireball

Motion ↓ ↘ LP while
floating

Combos

In-Close Combo:

5-Hit (33% Damage)

Tap HK, HP twice, LP, HK

In-Close Air-Juggle Combo: 6-Hit (40% Damage)



Tap LK



Tap HP



Tap HP



Tap (↓ HP)



Jump kick

Motion ↓ ↘ LP
while in the air

STRYKER

Rushing Throw



Tap →, →, HK

Baton Takedown



Tap →, ←, LP

Low Grenade



Motion ↓ ↙ ← LP

High Grenade



Motion ↓ ↙ ← HP

SPECIAL MOVES

Combos

In-Close Combo:

4-Hit (23% Damage)

Tap HK, HP twice, LP

In-Close Rushing-

Throw Combo:

6-Hit (45% Damage)

Tap HK, HP twice, LP. Walk in
with HP and tap →, →, HK.

LUNAR

ETERNAL BLUE

In the Darkest Hour,
Hope Springs Eternal.

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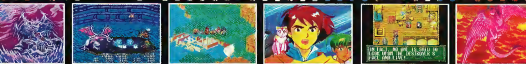


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SONYA

Ring Toss



Motion ↓ ↘ → LP

Teleport Punch



Tap →, ←, HP

Rising Bike Kick



Tap ←, ←, (↓ HK)

Leg Throw



Tap (↓ LP BL)

Combos

In-Close Combo:

6-Hit (31% Damage)

Tap HK twice, HP twice, LP, (← HP)

Deep-Kick Rising-Bike

Combo: 2-Hit

(22% Damage)

Jump in with a very deep kick, then immediately tap ←, ←, (↓ HK) to get off the Rising Bike Kick.

SUB-ZERO

SPECIAL MOVES

Low Ice



Motion ↓ ↘ → LP

Ice Shower



Motion ↓ ↘ → HP.
Motion ↓ ↘ → ← HP for a near Ice Shower.
Motion ↓ ↘ → ← HP for a far Ice Shower.

Ice Clone



Motion ↓ ↘ ← LP
Note: This move can be done in the air.

Slide



Tap (← LP BL LK)

Combos

In-Close Combo:

6-Hit (30% Damage)

Tap HP twice, LP, LK, HK, (← HK)



Ice-Shower Combo: 4 Hits (36% Damage)



Motion ↓ ↘ → HP



Tap HP



Motion ↓ ↘ → LP



Tap HP



Jump kick



Tap (← LP BL LK)

Note: You must first freeze your opponent in the air to start this combo.

SHANG TSUNG

SPECIAL MOVES

Fireball



Tap ←, ←, HP

Multiple Fireballs



Tap ←, ←, →, HP for two fireballs. Tap ←, ←, →, HP for three fireballs.

Ground Fireballs



Tap →, →, ←, ←, LK

Combos

Fireball Juggle Combo: 6-Hit (37% Damage)



Tap →, →, ←, ←, LK

Note: Your opponent must be far away to start.



When your opponent starts to fall, tap ←, ←, →, HP to juggle them with three horizontal fireballs.

Morphs

Cyrax

Tap BL, BL, BL

Kano

Tap ←, →, BL

Jax

Tap →, →, ↓, ↓, LP

Kabal

Tap LP, BL, HK

Kung Lao

Tap RN, RN, BL, RN

Liu Kang

Motion a full circle starting →

Nightwolf

Tap ↑, ↑, ↑

Sektor

Tap ↓, →, ←, RN

Sheeva

Hold LK, tap →, ↓, →, release LK

Sindel

Tap ←, ↓, ←, LK

Sonya

Tap ↓, (RN LP BL)

Stryker

Tap →, →, →, HK

Sub-Zero

Tap →, ↓, →, HP

In-Close Combo:

5-Hit (27% Damage)

When in close, tap HK, HK, twice, LP, (← HK)

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Savage Reign (Neo-Geo)

"Dances of Death" Moves

These moves can be done only when your life bar is very low and flashing red (all are done as if your character is facing right).

Carol's Bouncing Ball of Destruction



Tap →, ←, ↓, ↑, A

Gozu's Super Furnace Blast



Charge ←, tap →, A rapidly

Eagle's Multislam



Motion → ↓ ↓ ← → C

Note: You must be close to your opponent when doing this move.

Gordon's Shocking Slam



Motion → ↓ ↓ ← → C

Note: You must be close to your opponent when doing this move.

Chung's Spaz Attack



Tap ↓, ↓, ↓, ↓, ↑, A

Hayate's Fury Attack



Motion ↓ ← ← ← ↓ ↓ → A

Joker's Super Jack-in-the-Box



Motion ↓ ← ↓ ↓ → → A

King Lion's Thunder Blast



Motion → ↓ ↓ ← → → A

Mezu's Super Blazing Kick



Charge ←, tap →, B rapidly

Nicola's Disco Ball



Motion ↓ ← ↓ ↓ → → A



Play as Eyedol on the New Version

Killer Instinct (Arcade)



Pick Cinder, hold Right on the controller, and tap QP, QK, FP, MK, MP, FK.

"JUST MOWIN' DUDES DOWN



'TIL THAT ORANGE MEANY WAXED ME."

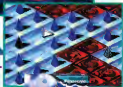
An Experience from the REAL 3DO Zone™, Louie "The Worm", OH

ICEBREAKER



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, spit in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding, and I'm droppin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-titt, baby! See ya on the grid." ■



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